



“Islands Main Title”
1042-000
Final Board

Date 09/13/16

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 09/13/16
- ☒ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Adam Muto

Storyboard by
Sam Alden

Animation Studio
ScienceSaru

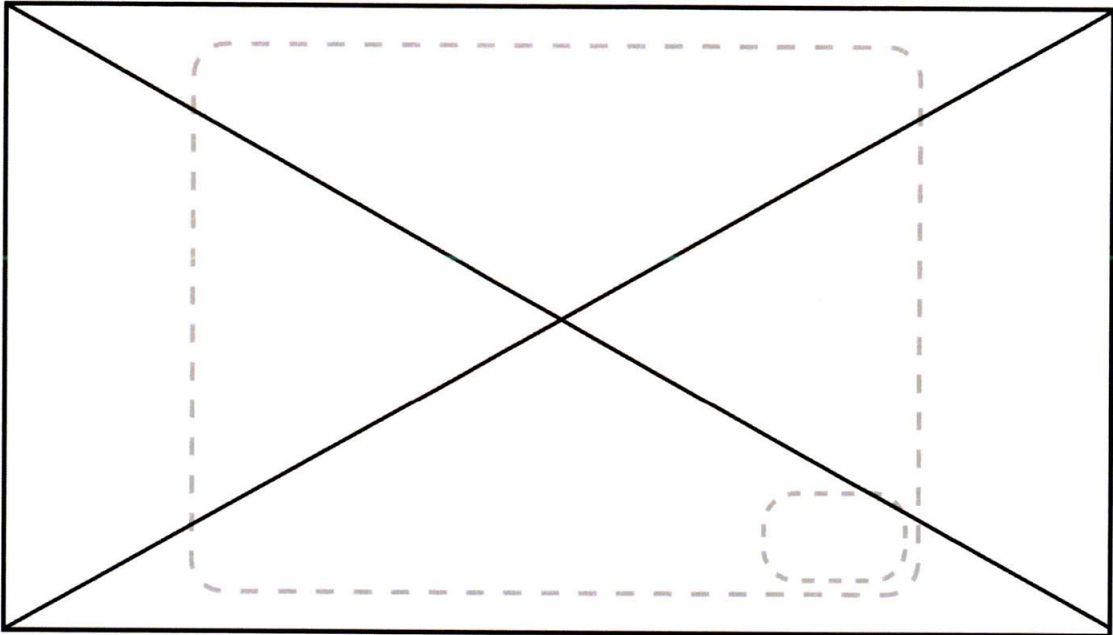
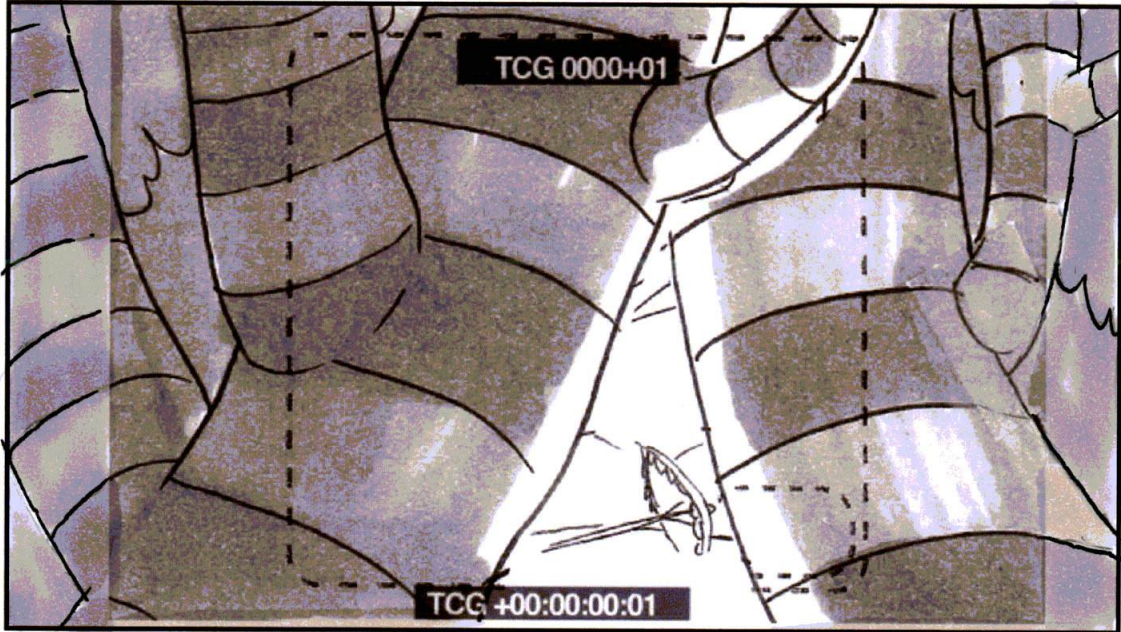
SEP 16 2016

ADVENTURE TIME



Page 00

Sc. 1 Pnl. A1 Bg. day night Sc. Pnl. Bg. day night



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| Dialog: |
| Action: |
| Timing: |

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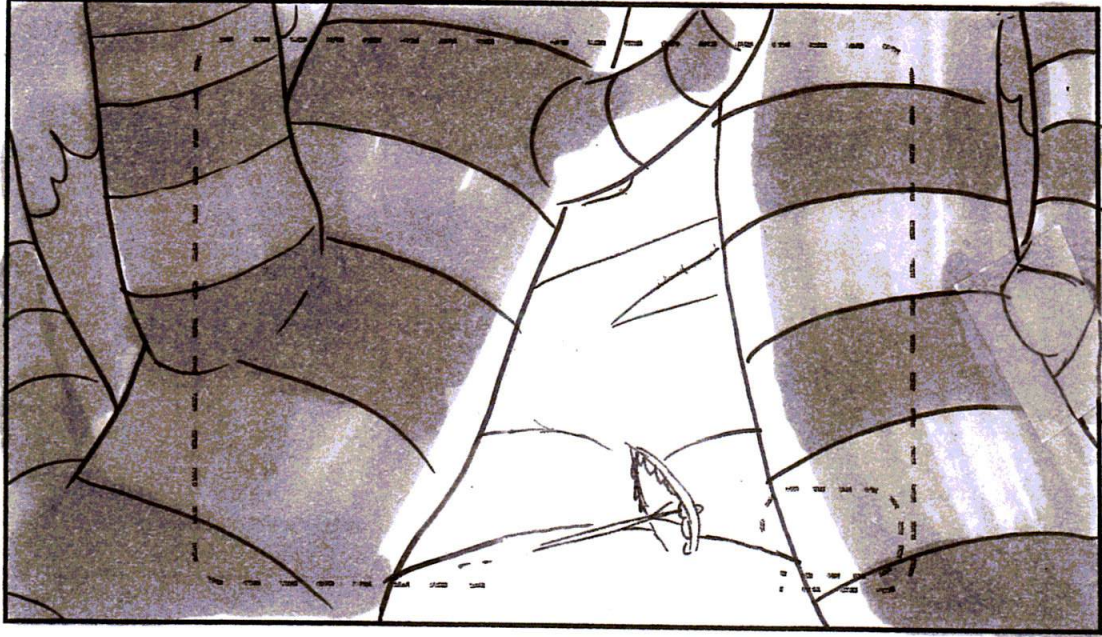
Page 1

Sc. 1 **CONT**

Pnl. A2

Bg.

day night

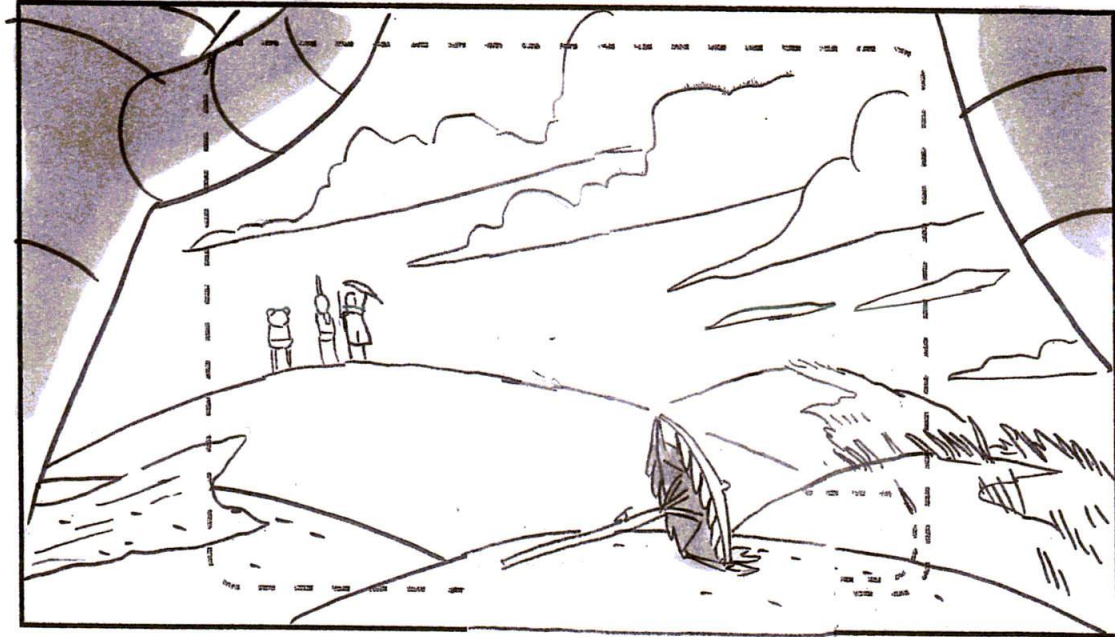


Sc. 1 **CONT**

Pnl. B

Bg.

day night



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| Action: | |
| Timing: | |

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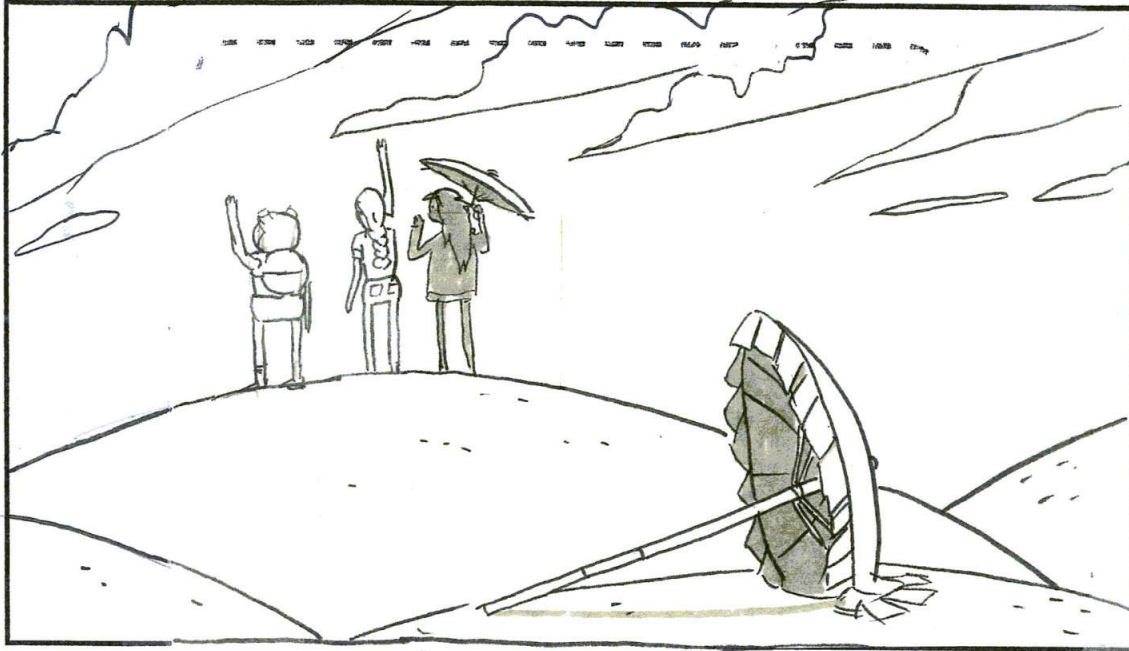
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Sc. 1 **CONT**

Pnl. **C**

Bg.

day night

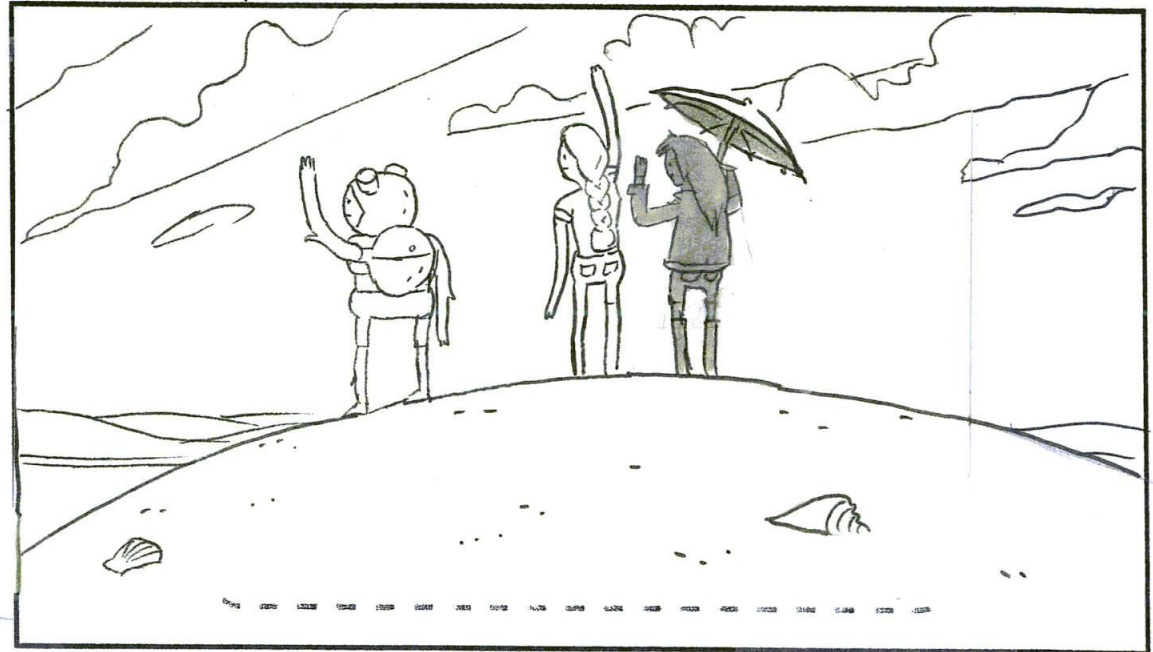


Sc. 1 **CONT**

Pnl. **D**

Bg.

day night

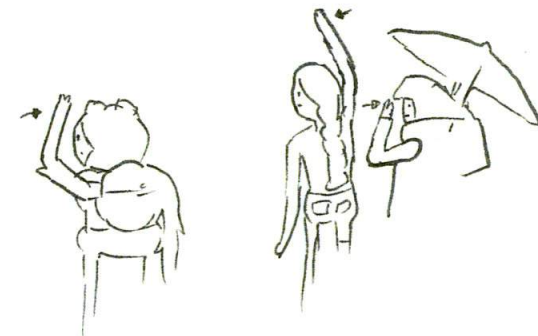


Dialog:

Action:

Timing:

WAVING



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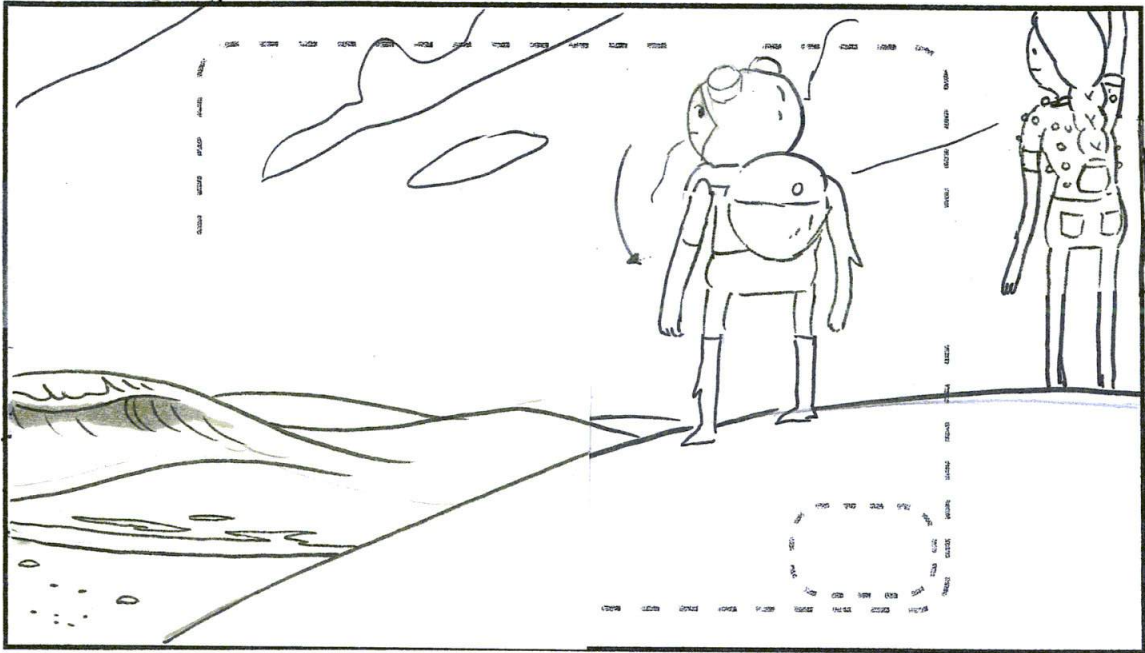


Sc. 1 **CONT**

Pnl. E

Bg.

day night

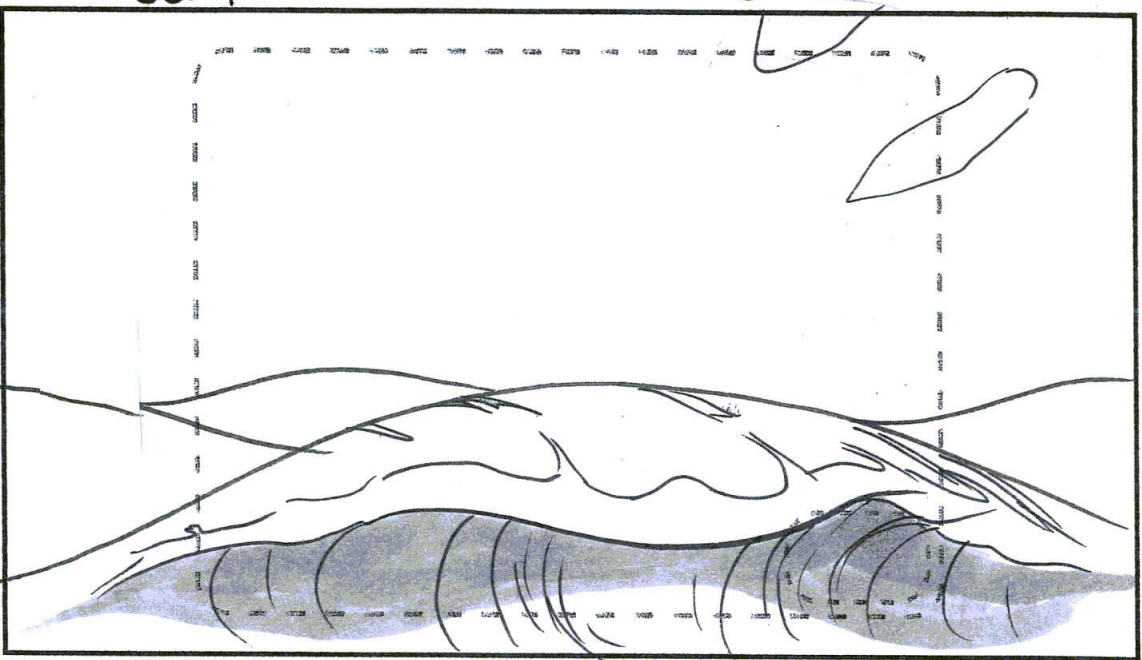


Sc. 1 **CONT**

Pnl. F

Bg.

day night



Dialog:

Action:

Timing:

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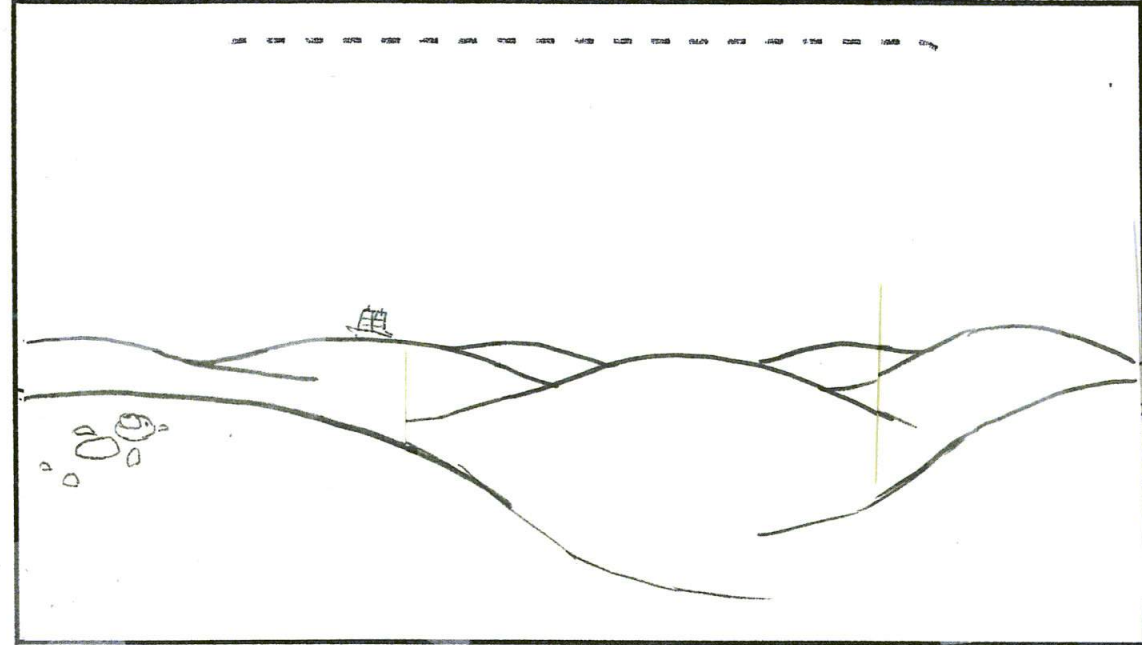
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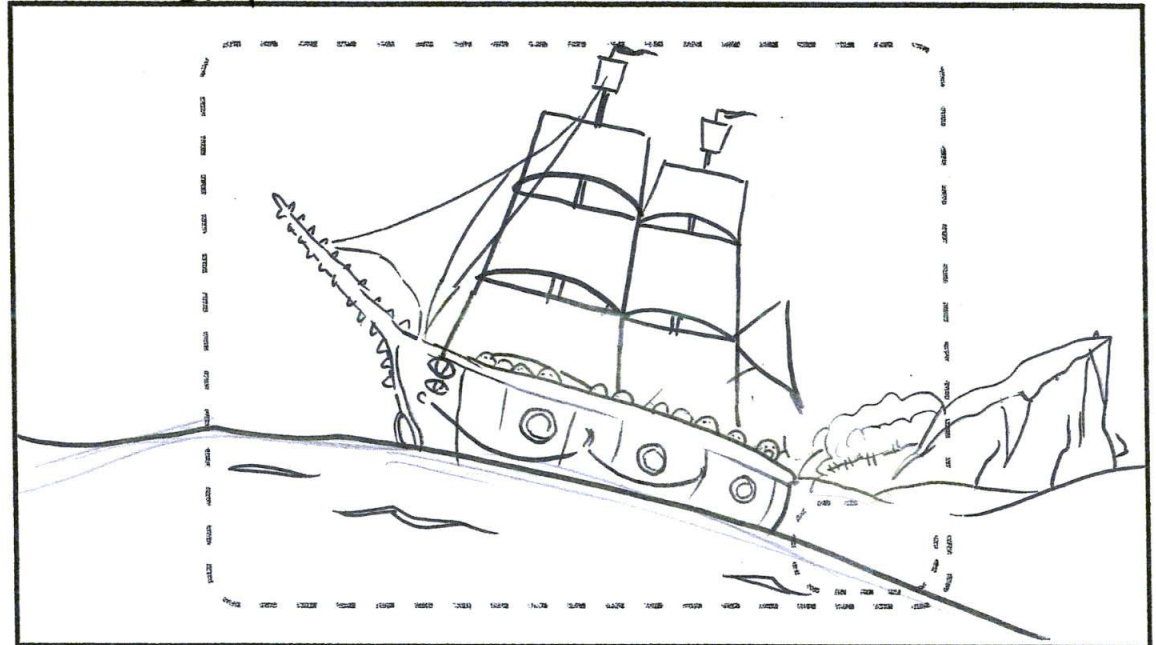
ADVENTURE TIME



Sc. 1 CONT Pnl. G Bg. day night



Sc. 1 CONT Pnl. H Bg. day night



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| Dialog: | |
| Action: | BEAR IN WATER |
| Timing: | |

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ADVENTURE TIME



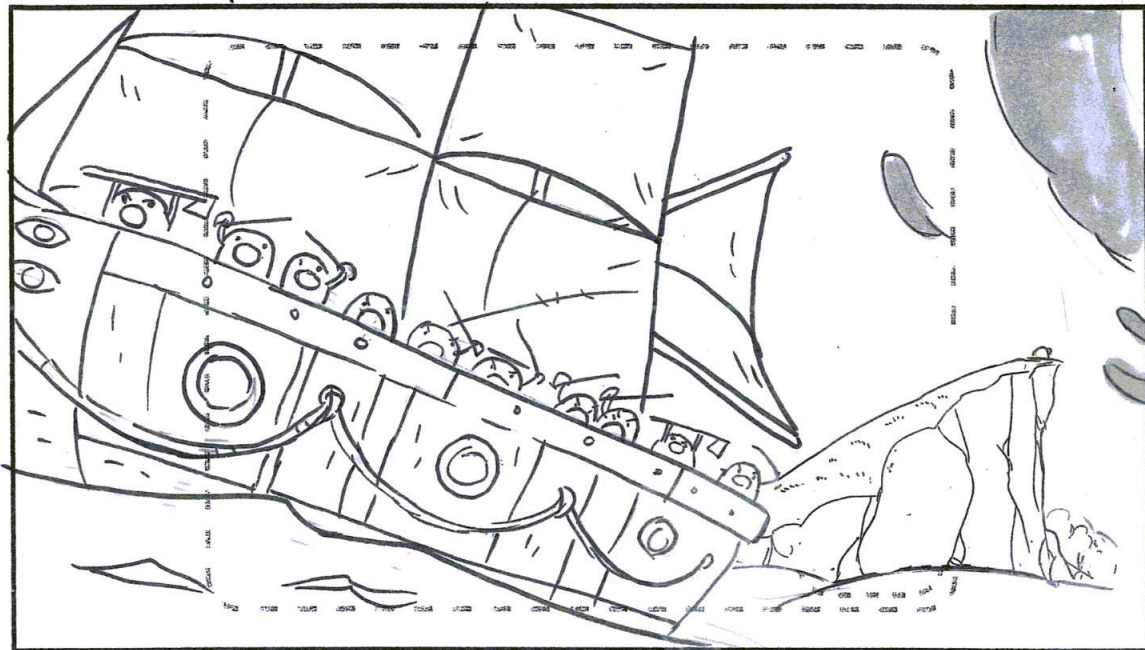
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Sc. 1 **CONT**

Pnl. I

Bg.

day night

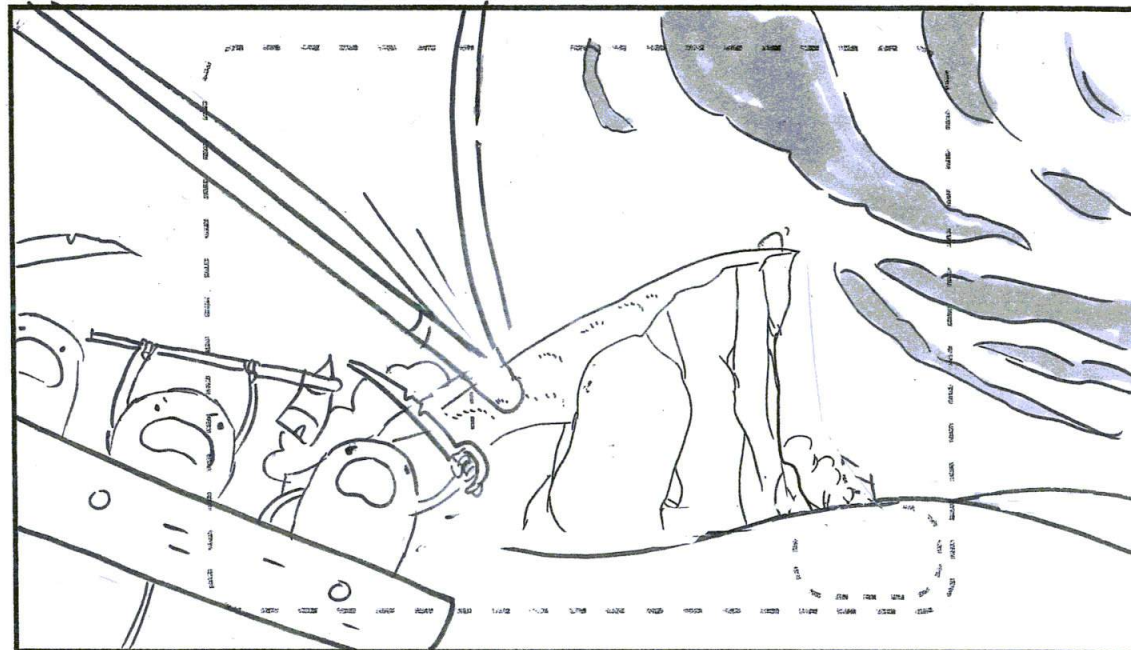


Sc. 1 **CONT**

Pnl. J

Bg.

day night



Dialog:

Action:

Timing:

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ADVENTURE TIME



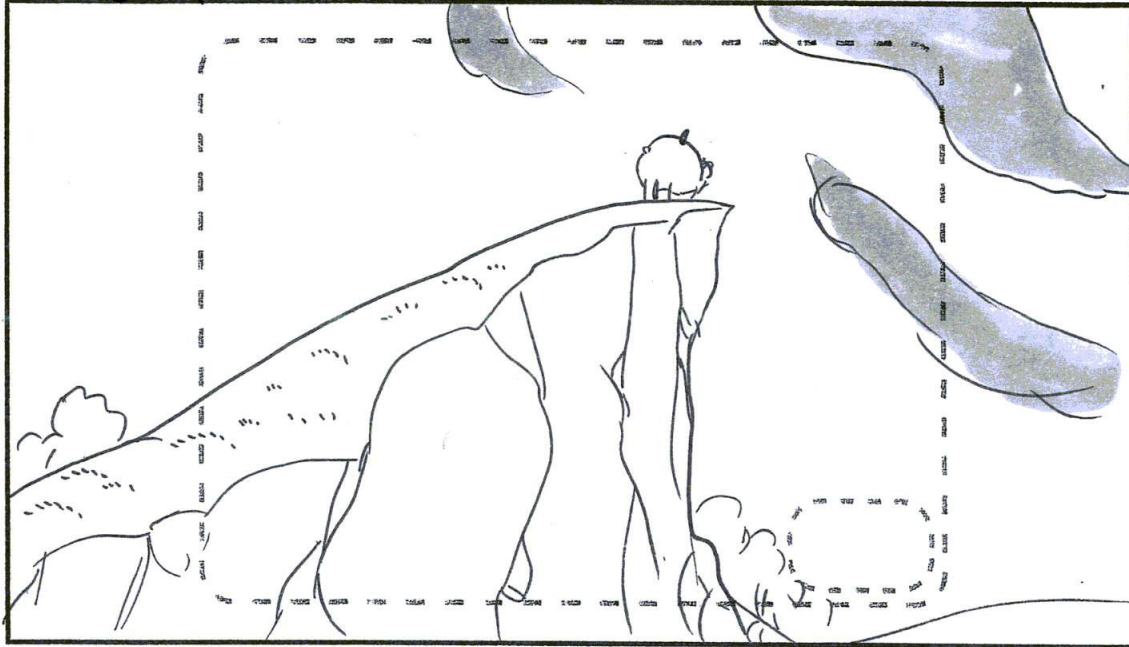
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Sc. 1 *CONT*

Pnl. *K*

Bg.

day night

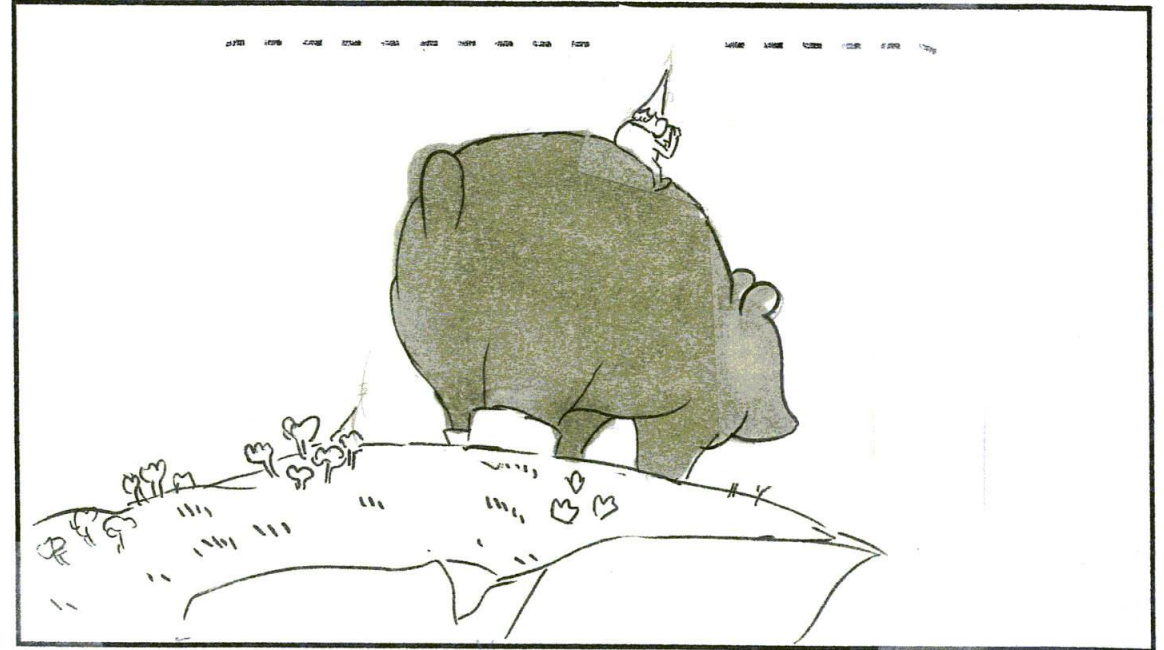


Sc. 1 *CONT*

Pnl. *L*

Bg.

day night



Dialog:

Action:

Timing:

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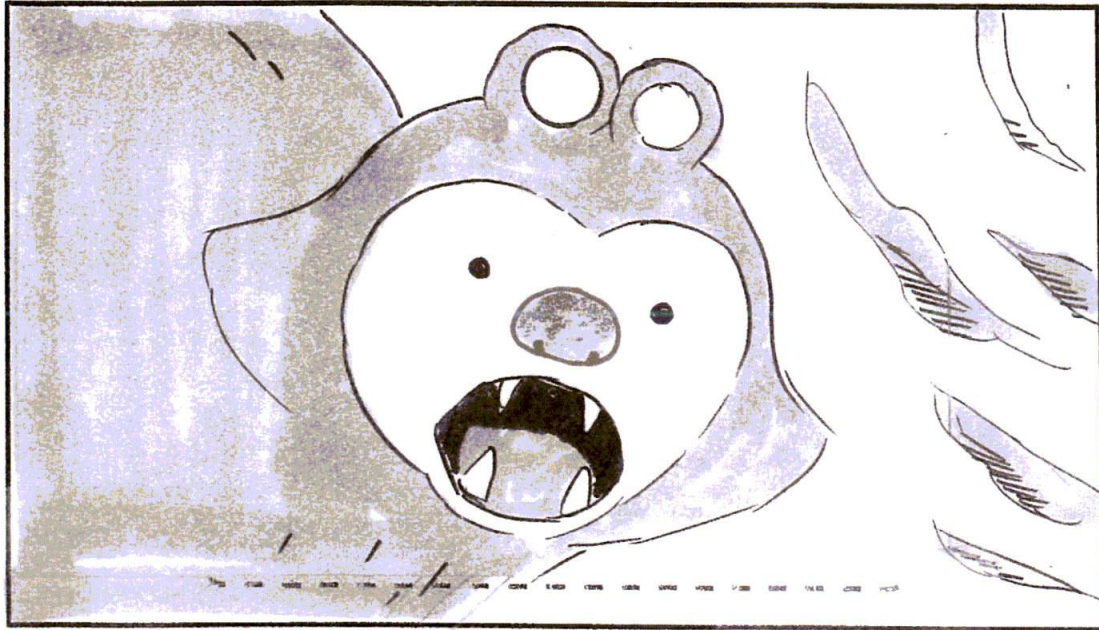
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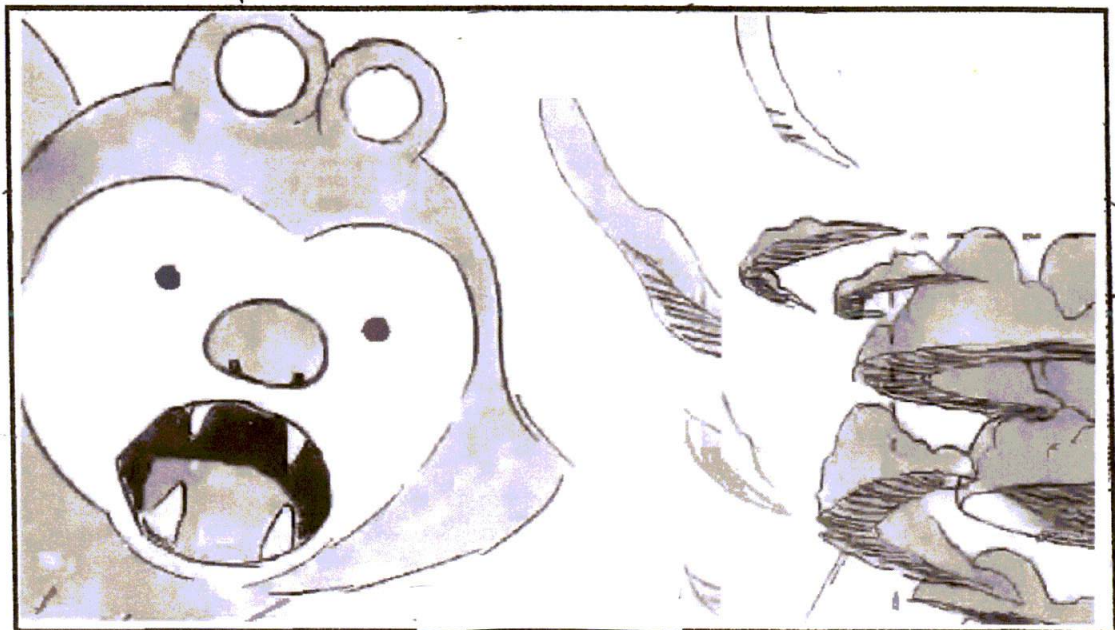
ADVENTURE TIME



Sc. 1 *CONT* Pnl. *M1* Bg. day night



Sc. 1 *CONT* Pnl. *M2* Bg. day night



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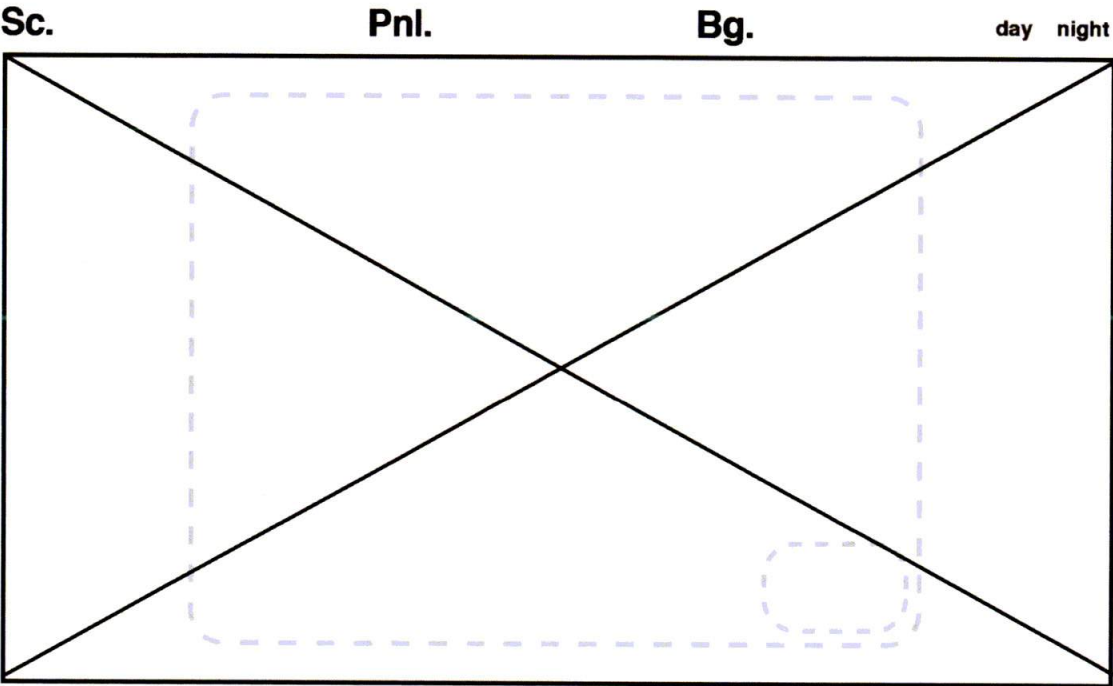
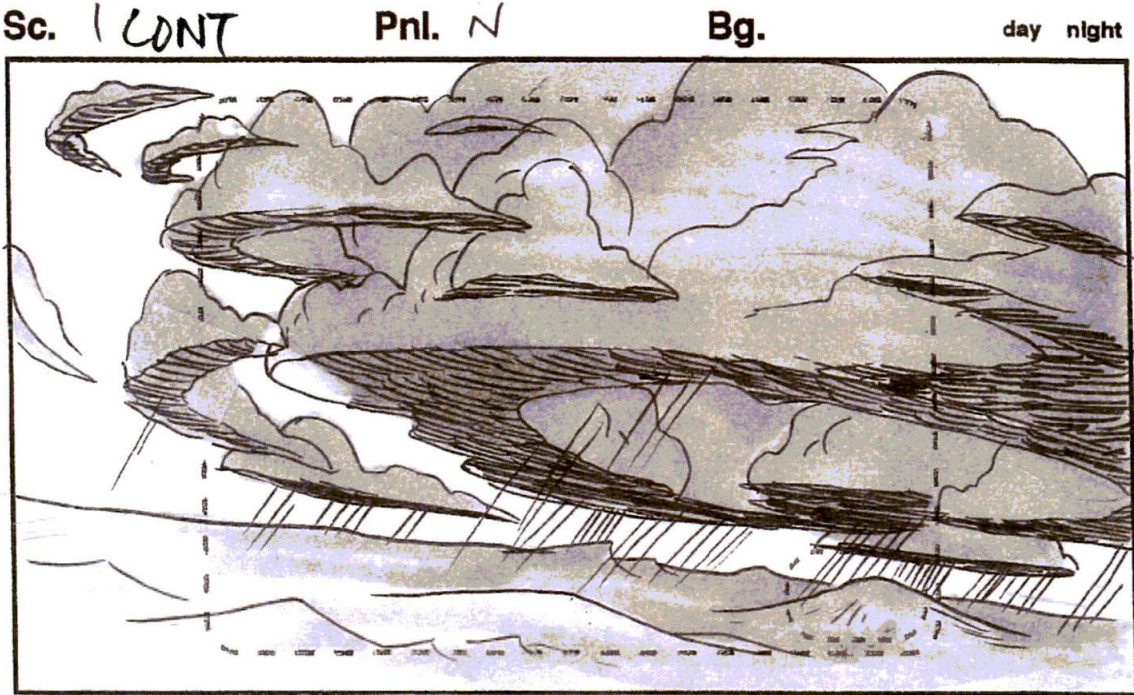
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↑
RISING MASS

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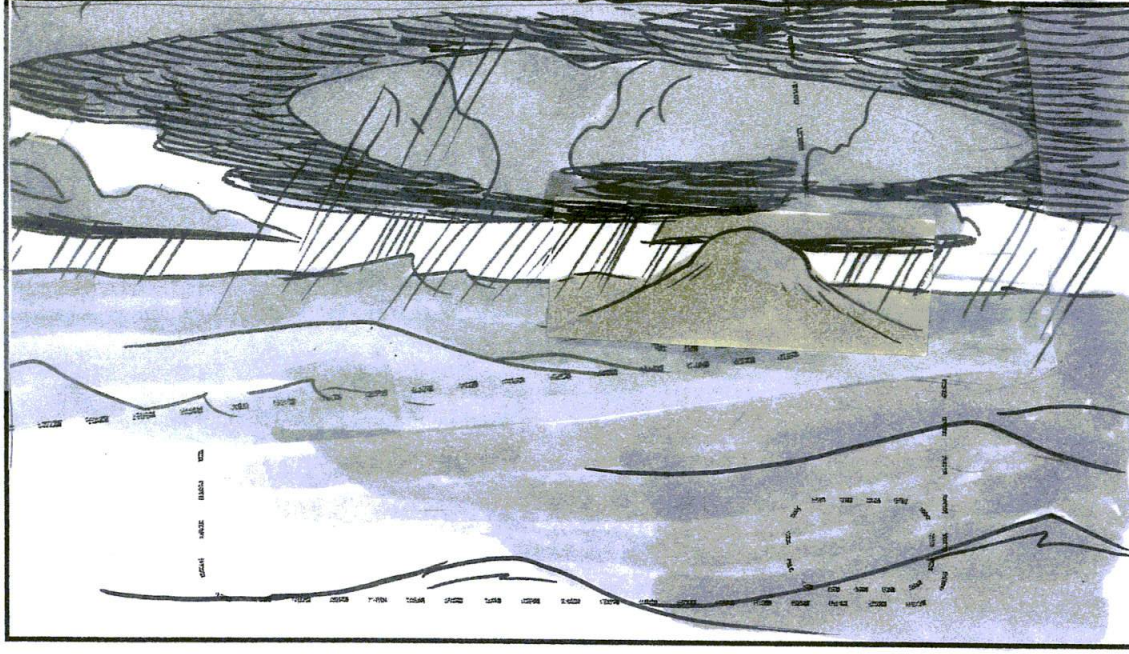
Page 8

Sc. 1 CONT

Pnl. 0

Bg.

day night

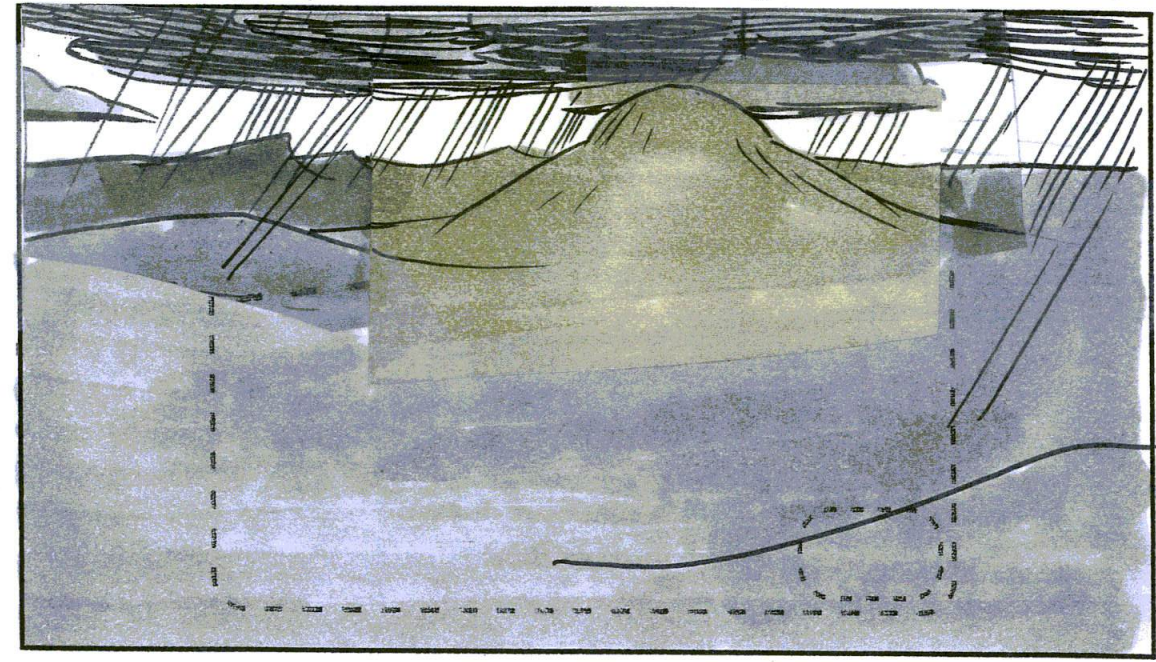


Sc. 1 CONT

Pnl. P

Bg.

day night



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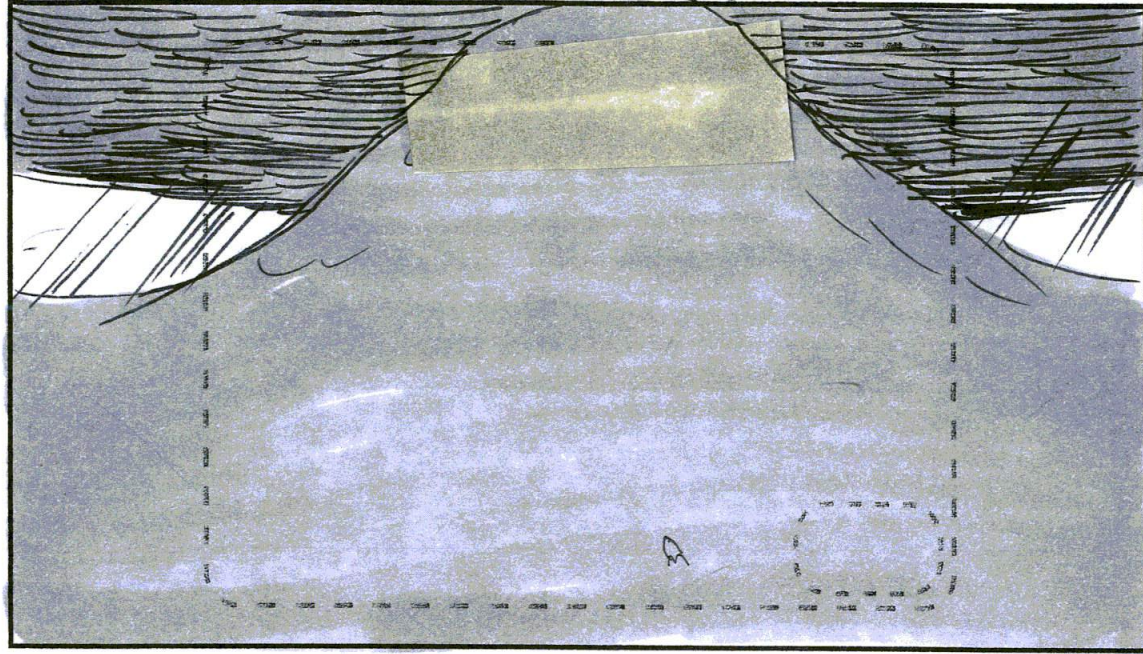
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Sc. 1 CONT

Pnl. Q

Bg.

day night

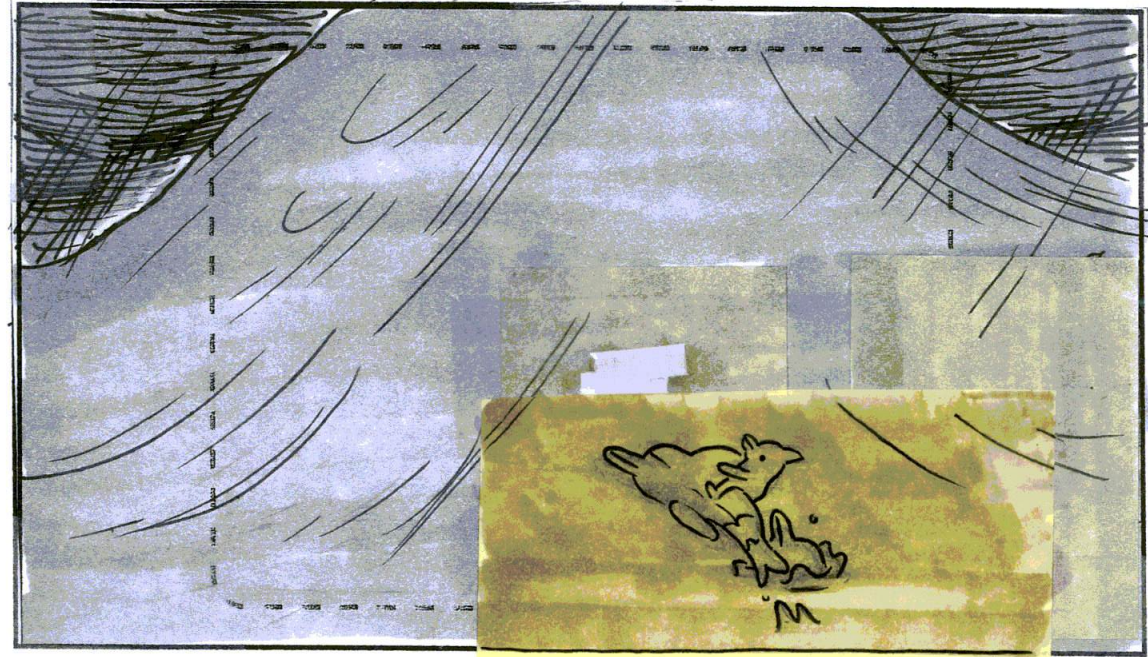


Sc. 1 CONT

Pnl. R

Bg.

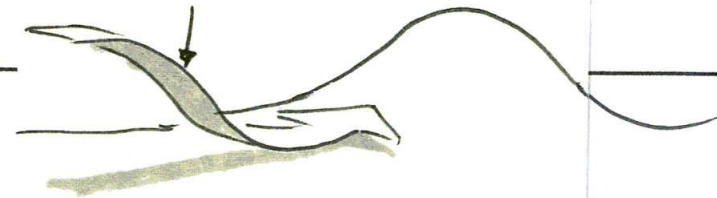
day night



Dialog:

Action:

Timing:



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Production:

ADVENTURE TIME



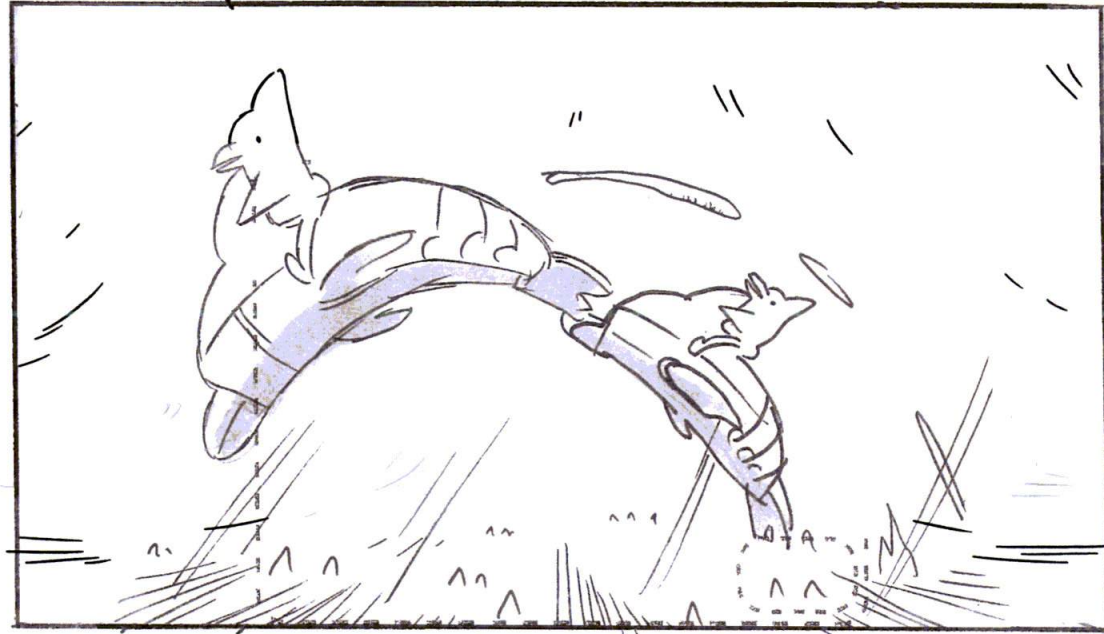
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Sc. 1 CONT

Pnl. S

Bg.

day night

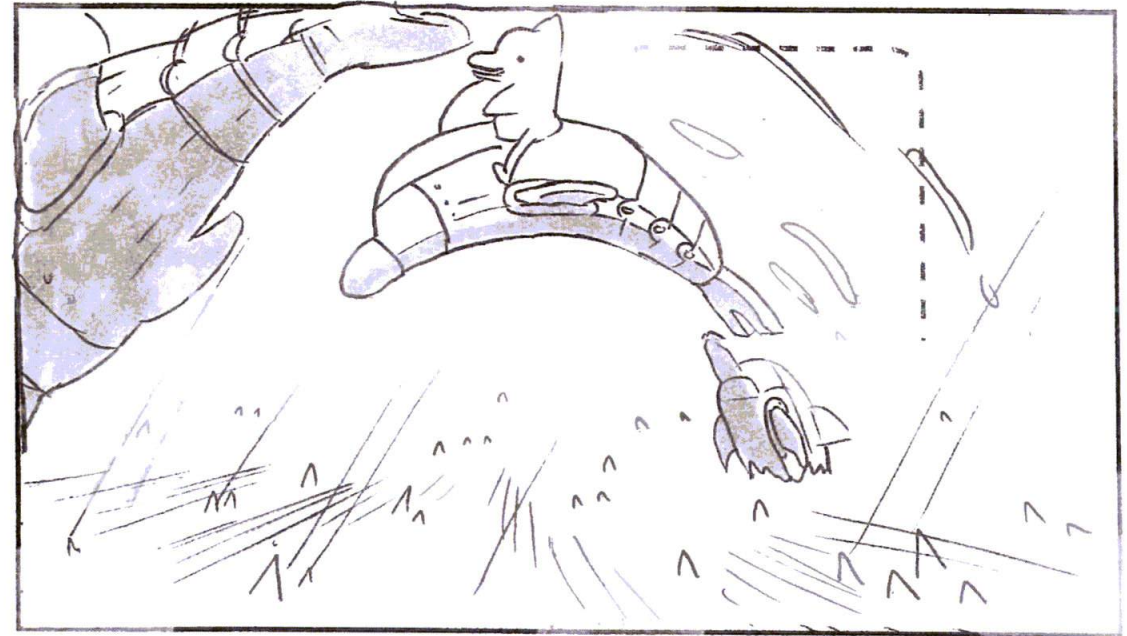


Sc. 1 CONT

Pnl. T

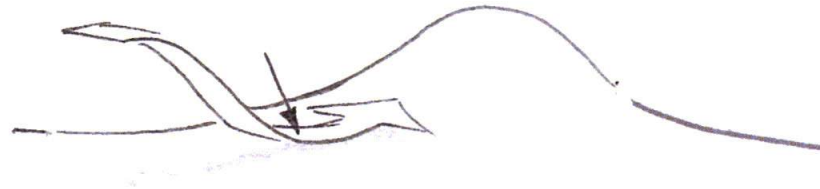
Bg.

day night



Dialog:

Action:



Timing:

SEP 16 2016

10A NEXT

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Production:

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ADVENTURE TIME



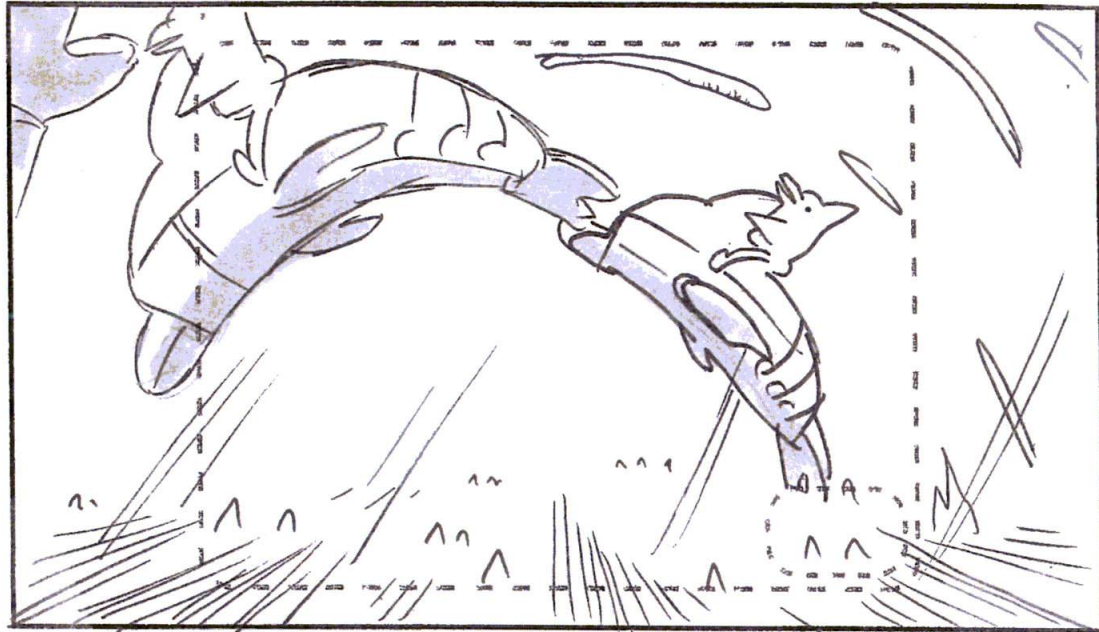
Page 10 A
day night 11 NEXT

Sc. 1 **CONT**

Pnl. U

Bg.

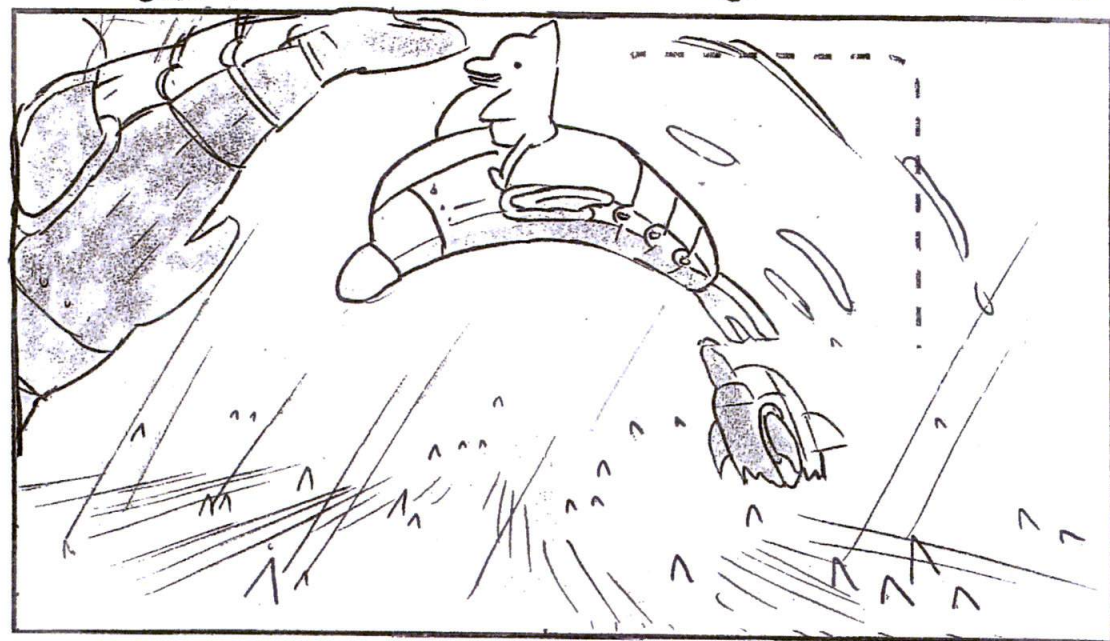
day night



Sc. 1 **CONT**

Pnl. V

Bg.



Dialog:

Action:

Timing:

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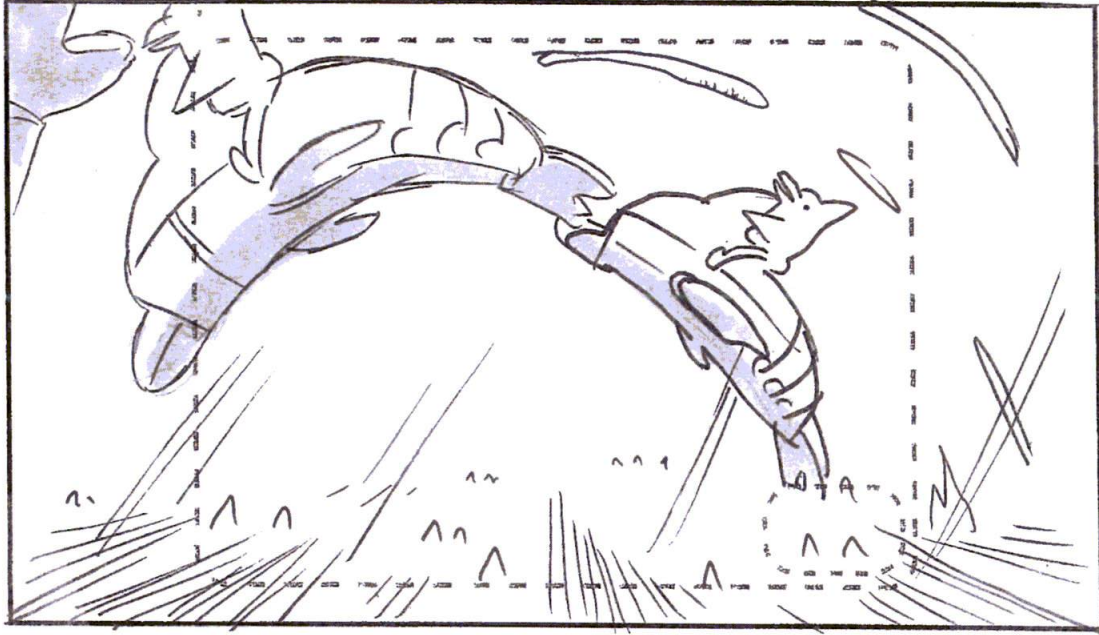
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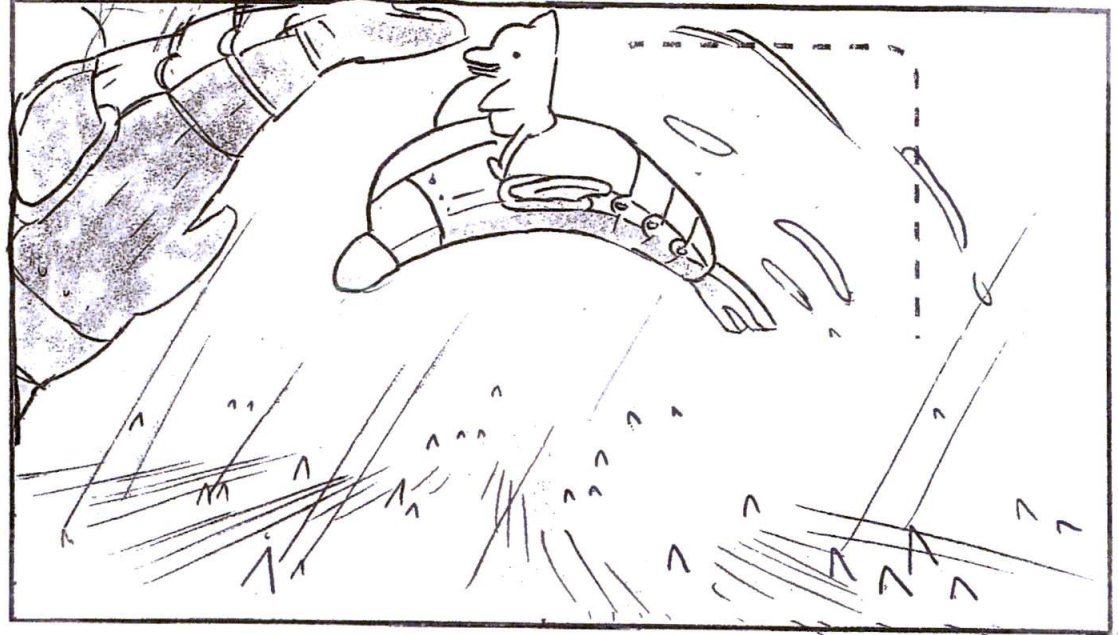
ADVENTURE TIME



Sc. | **CONT** Pnl. **W** Bg. day night



Sc. | **CONT** Pnl. **X** Bg. day night



Page 11
No PG-11A
day night

Dialog:

Action:

Timing:

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ADVENTURE TIME



Sc. 1 Pnl. Bg. day night

Sc. 1 CONT Pnl. Y Bg. day night

Dialog:

Action:

Timing:

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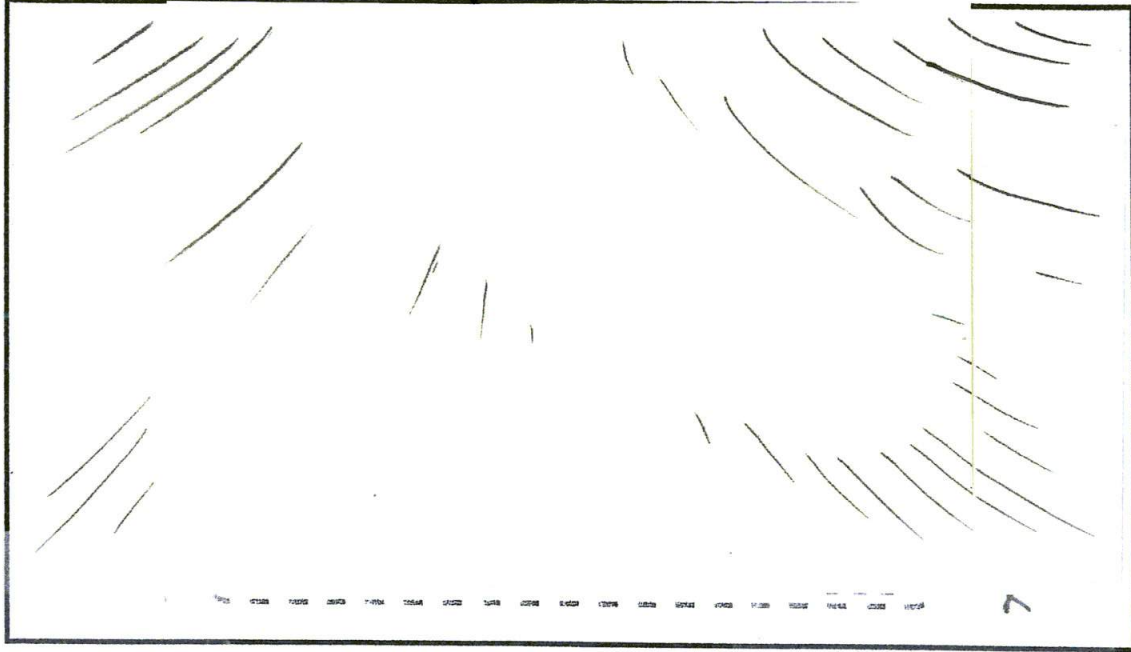
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ADVENTURE TIME

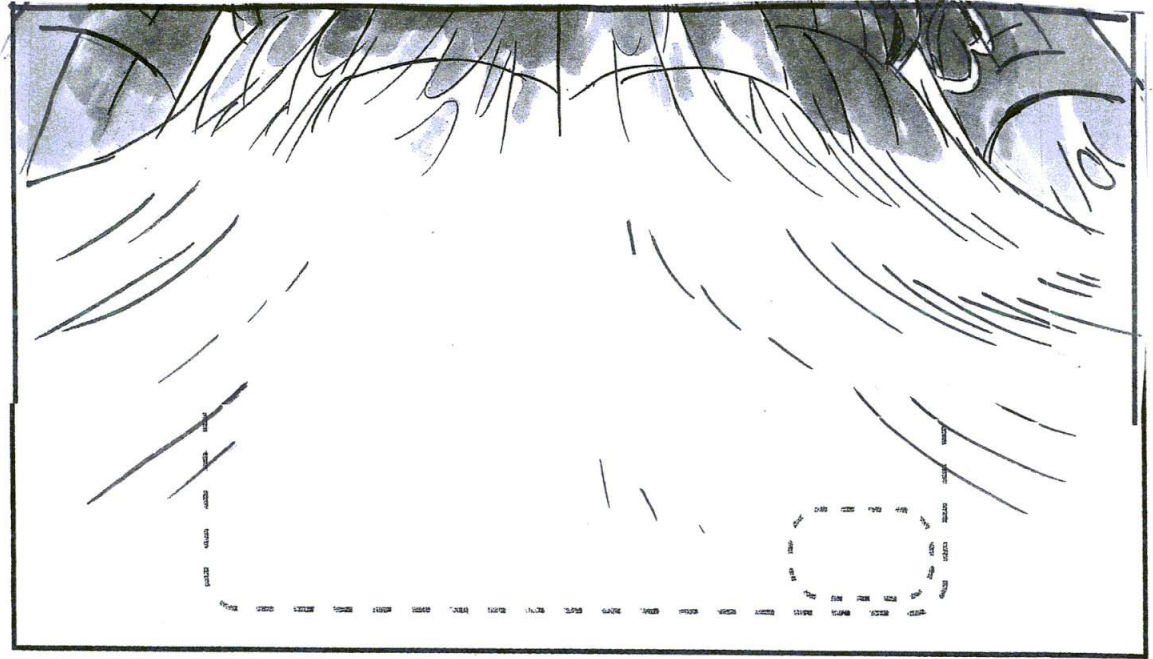


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Sc. 1 CONT Pnl. Y1 Bg. day night



Sc. 1 CONT Pnl. Y2 Bg. day night



Dialog:

Action:

Timing:

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ADVENTURE TIME



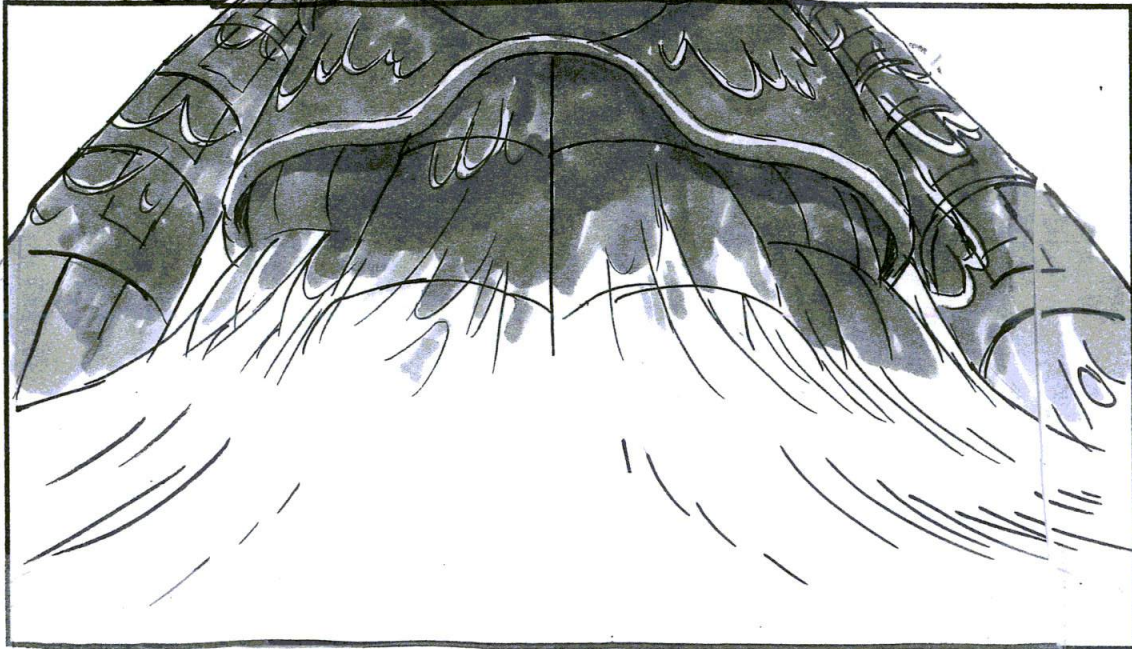
Page 13

Sc. 1 **CONT**

Pnl. **Y3**

Bg.

day night

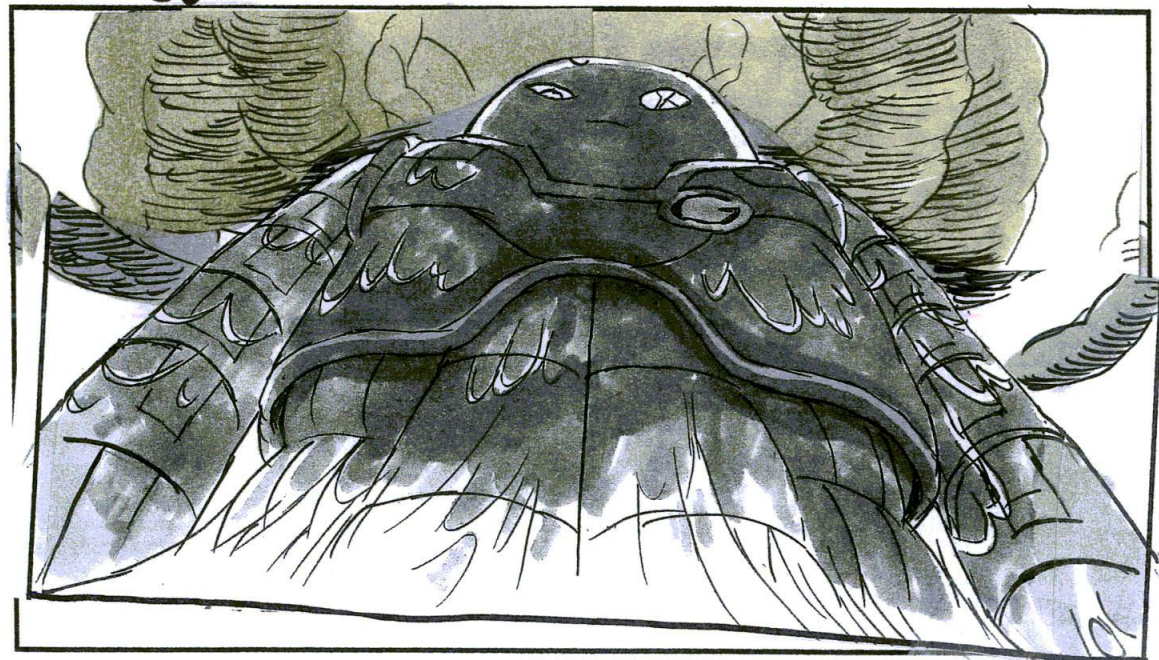


Sc. 1 **CONT**

Pnl. **Z**

Bg.

day night



Dialog:

Action:

Timing:

IF THIS IS TOO MUCH OF A SPOILER
WE COULD KEEP IT EITHER REALLY DARK
OR COVERED WITH WATER



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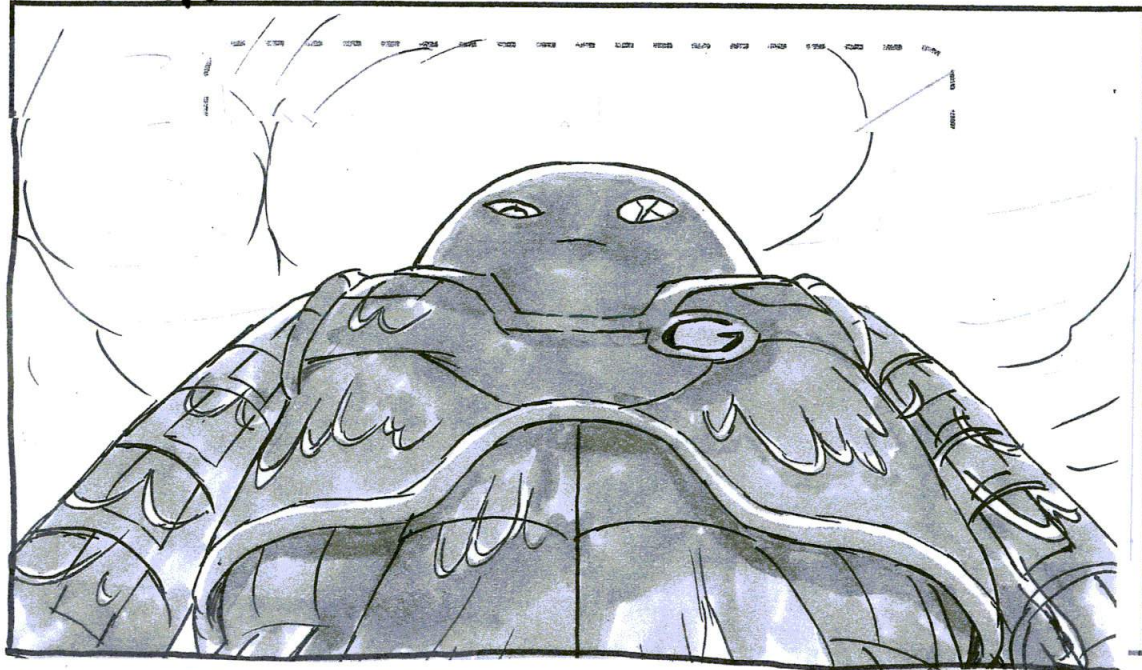
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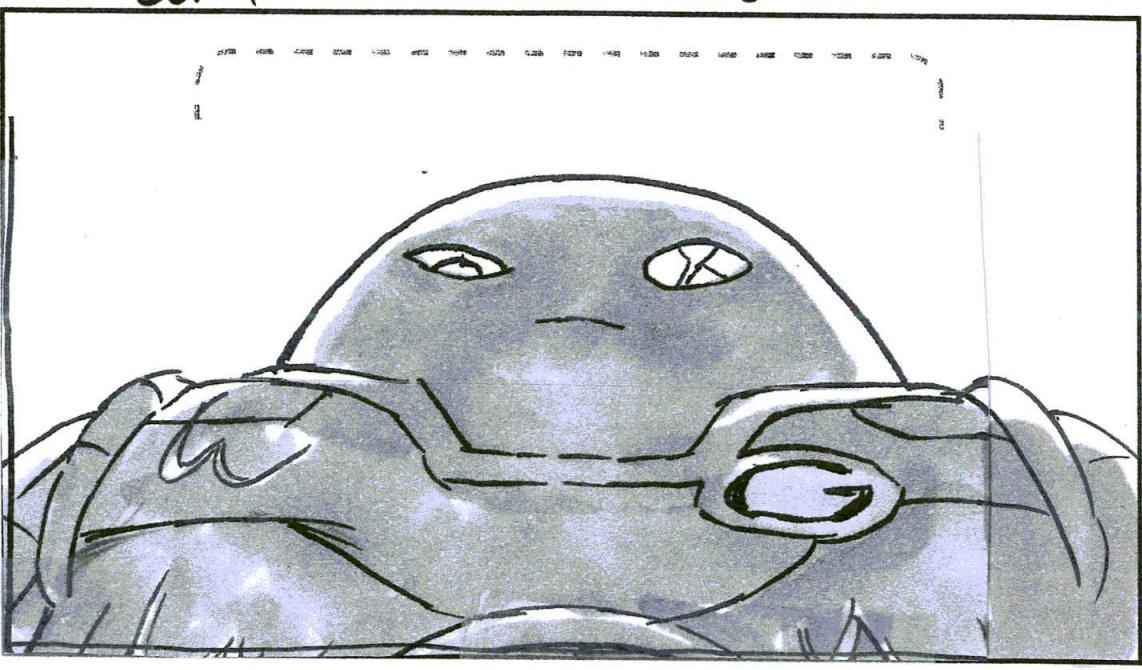
ADVENTURE TIME



Sc. 1 CONT Pnl. AA Bg. day night



Sc. 1 CONT Pnl. BB Bg. day night



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| Dialog: |
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ADVENTURE TIME



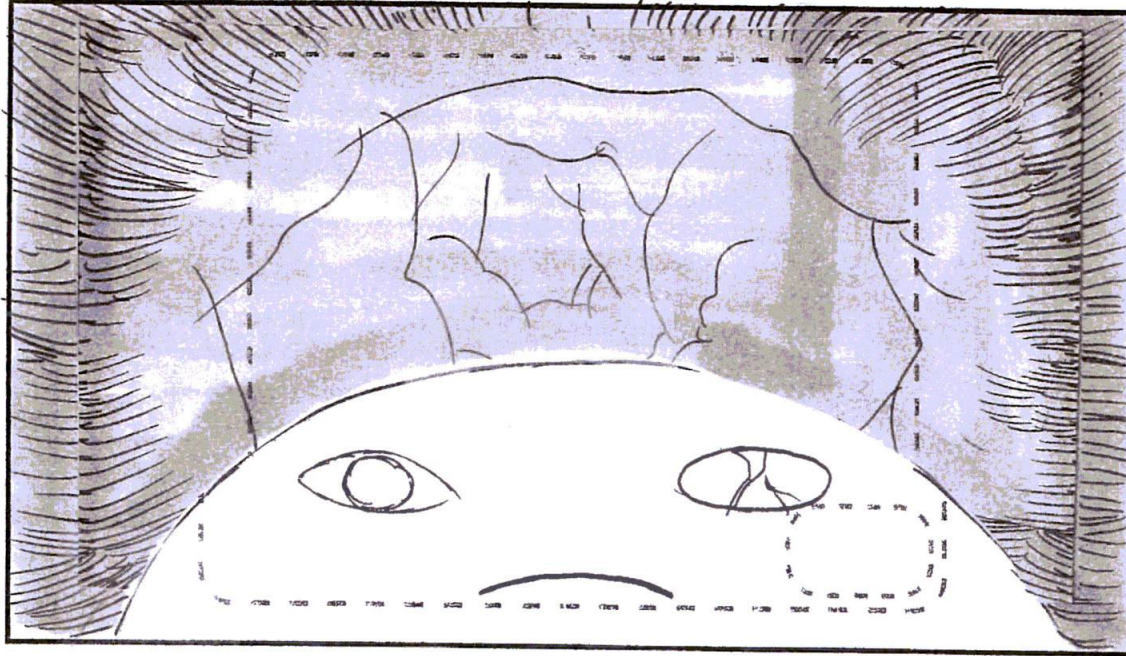
Page 15
day night 15A NEXT

Sc. 1 CONT

Pnl. CC

Bg.

day night

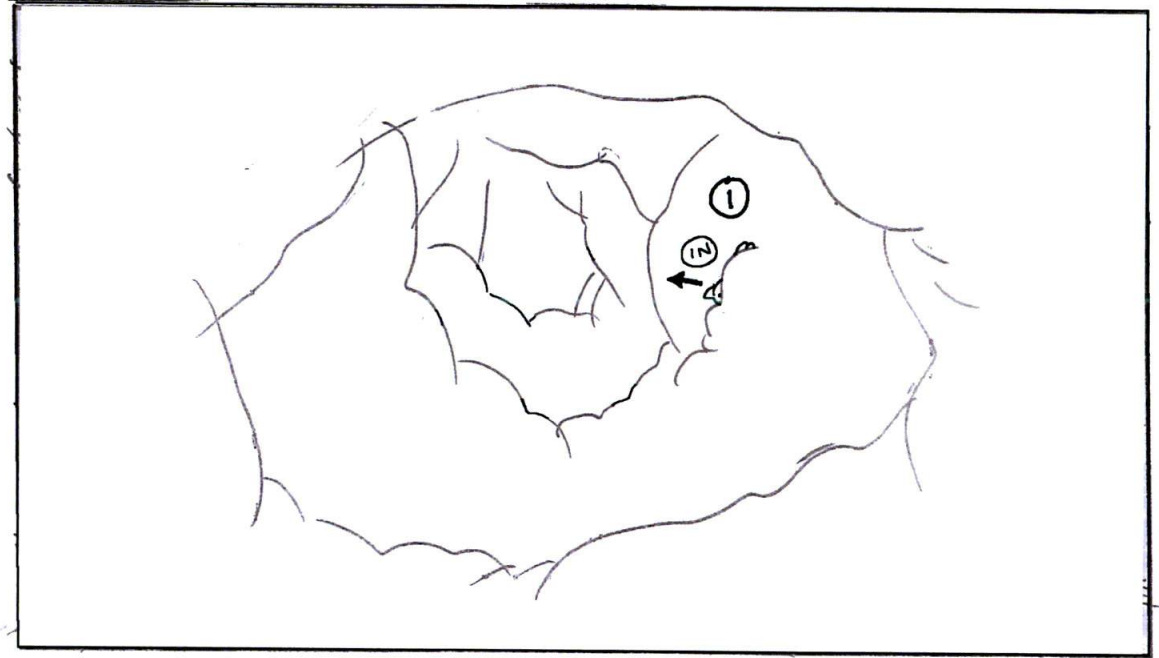


Sc. 1 CONT

Pnl. DD

Bg.

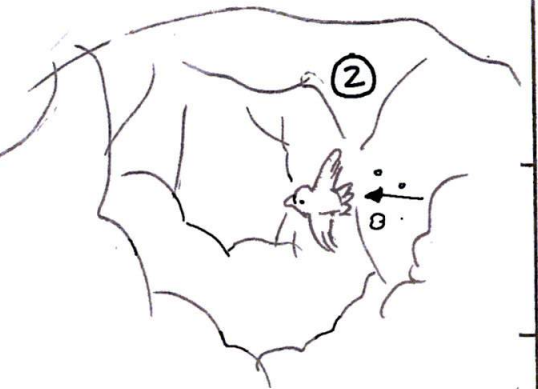
day night



Dialog:

Action:

Timing:



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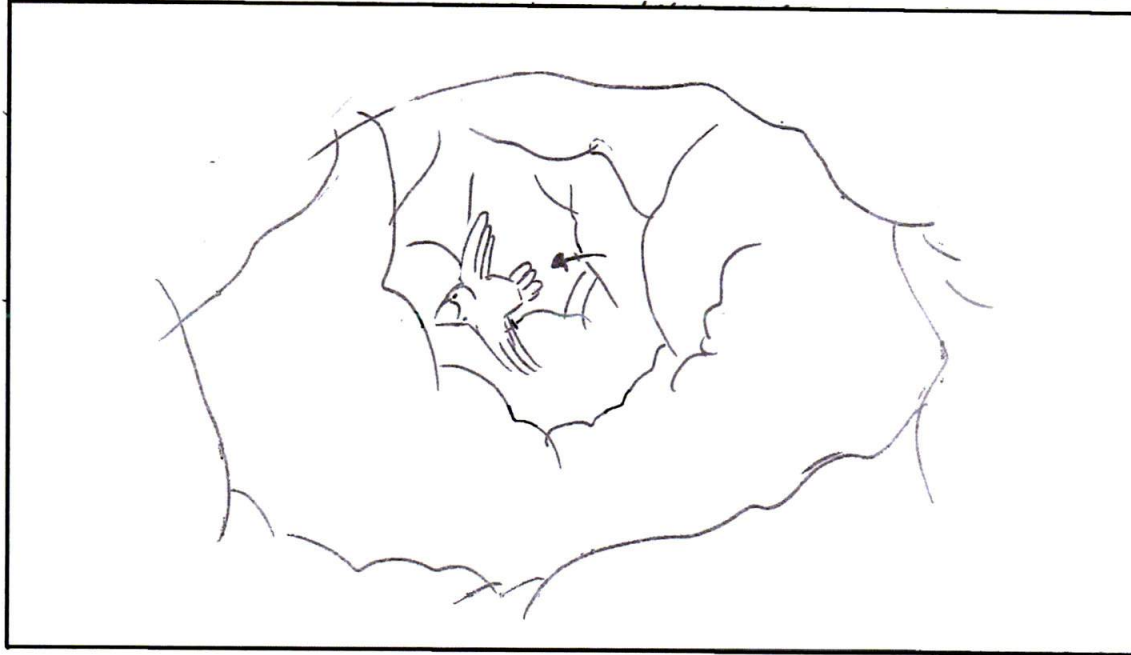


Sc. 1 **CONT**

Pnl. DDA

Bg.

day night



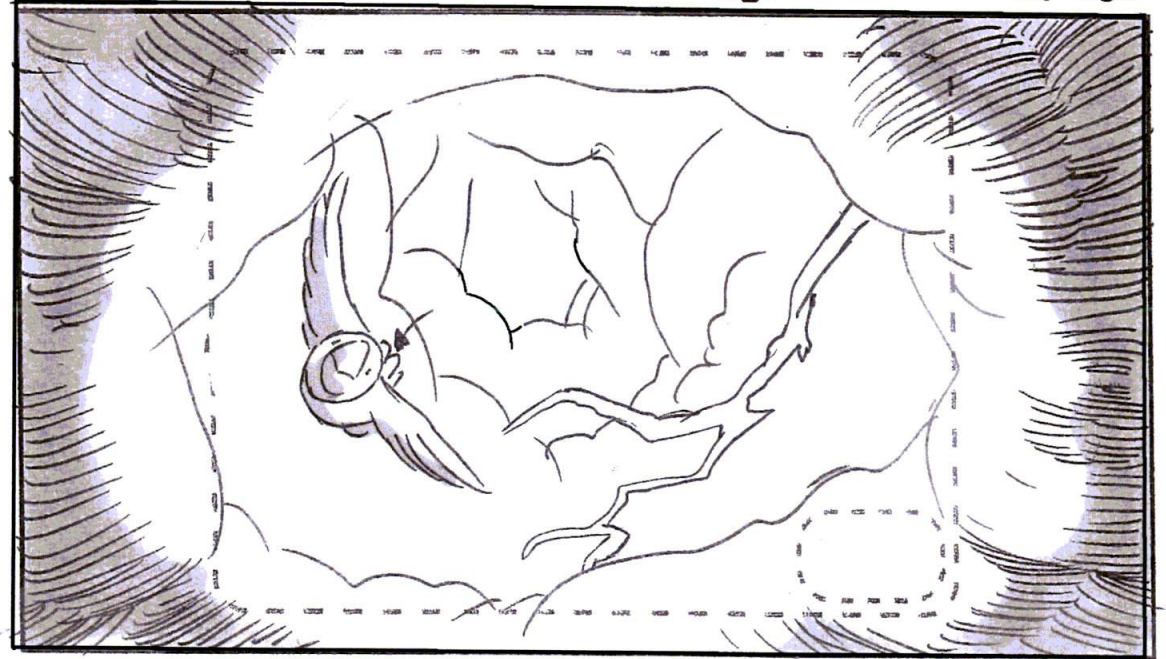
Sc. 1 **CONT**

Pnl. DD B

Bg.

Page 15 A
day night

16 NEXT



Dialog:

Action:

LIGHTNING FLASH

Timing:

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Production:

ADVENTURE TIME



Sc. 1 CONT

Pnl. EE

Bg

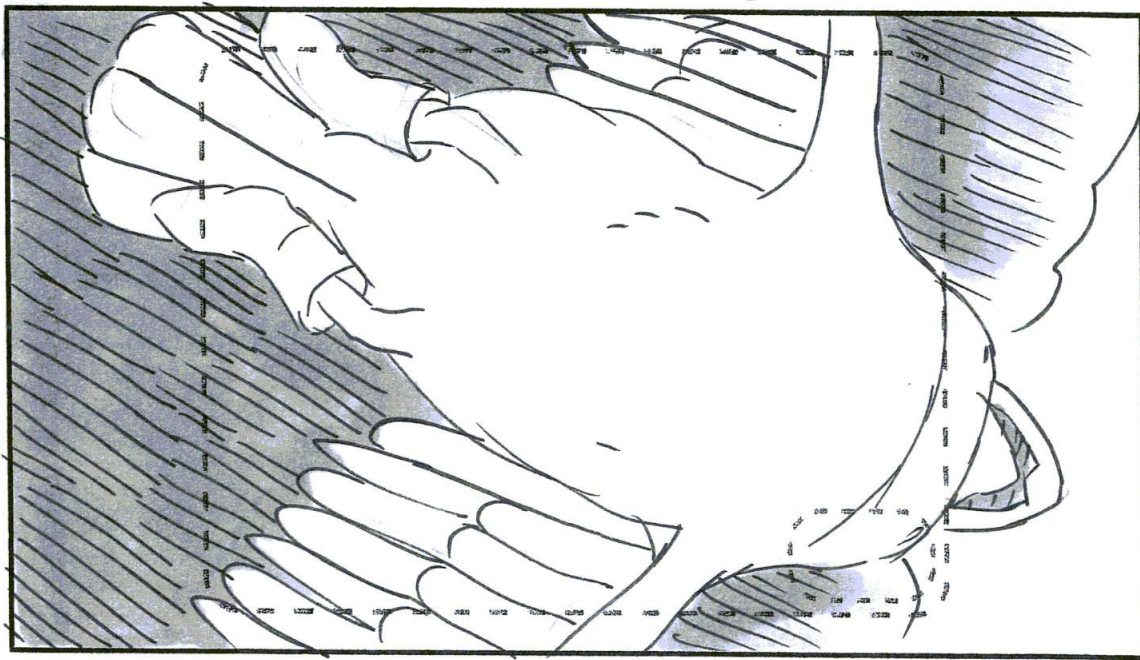
day night



Sc. 1 CONT

Pnl. FF

Bg.



Page 16
16A-NEXT
day night

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| Dialog: |
| Action: |
| Timing: |

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ADVENTURE TIME



Page 16A
17. NEXT
day night

Sc. 1 **CONT**

Pnl. 66

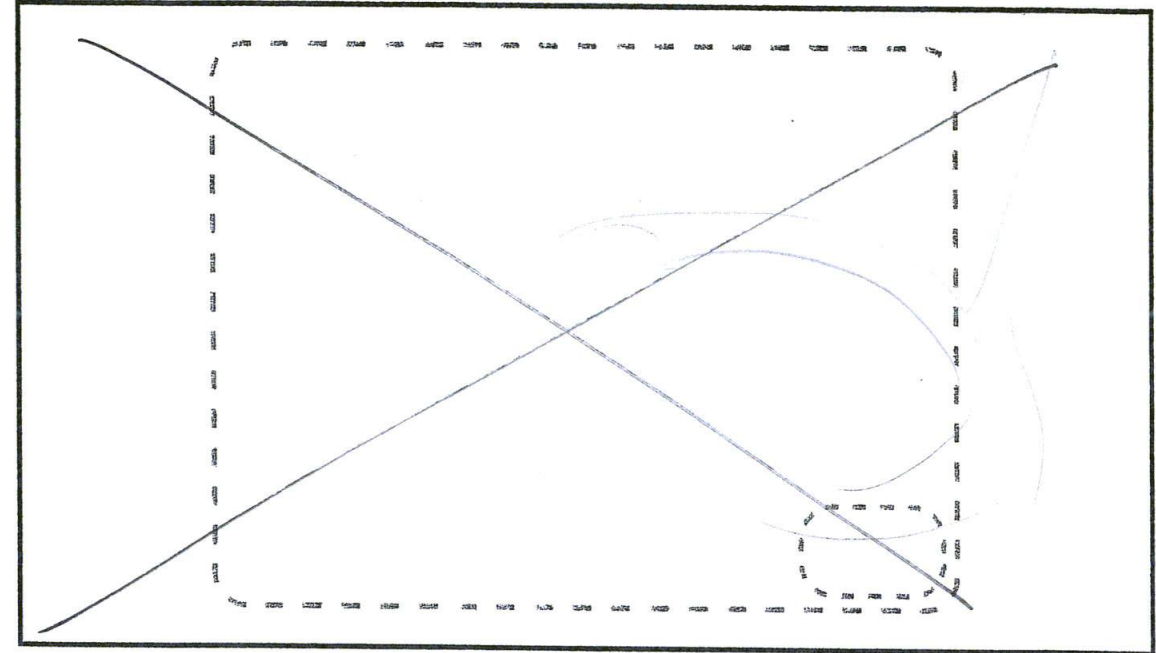
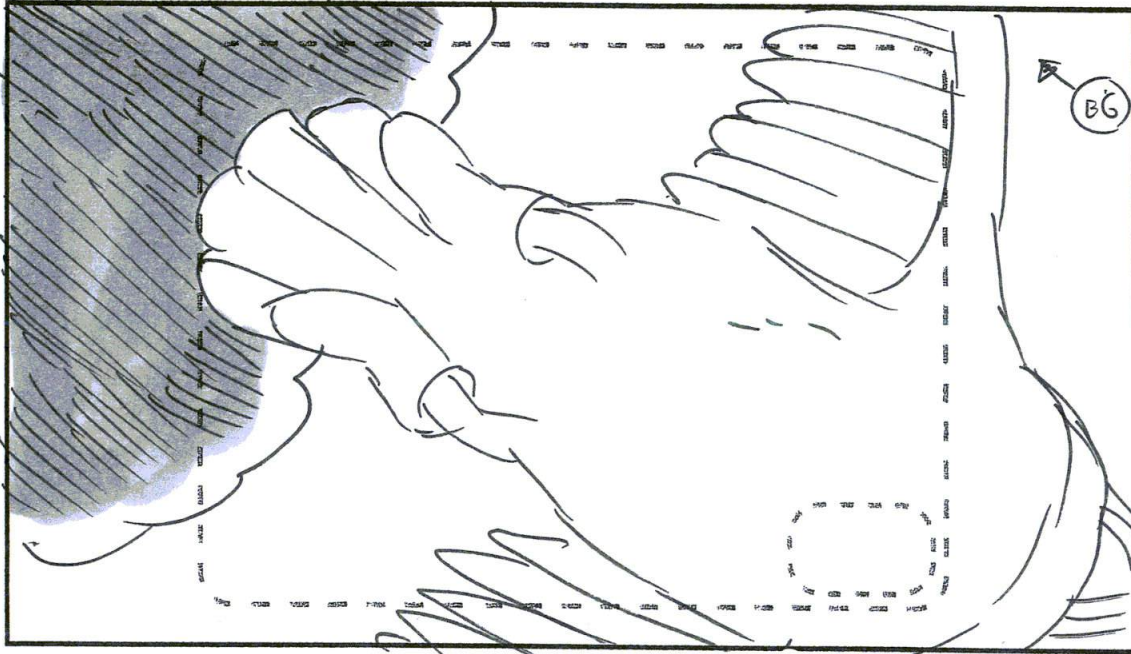
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

Timing:

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ADVENTURE TIME



Page 17

Sc. 1 CONT

Pnl.

HH

Bg.

day night

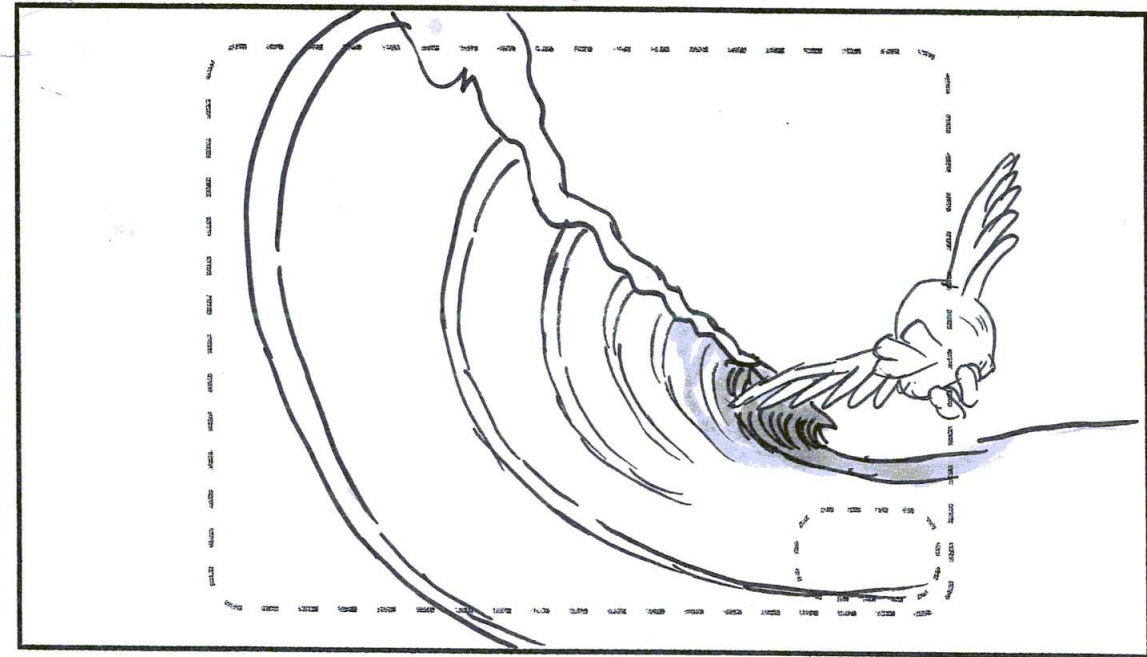
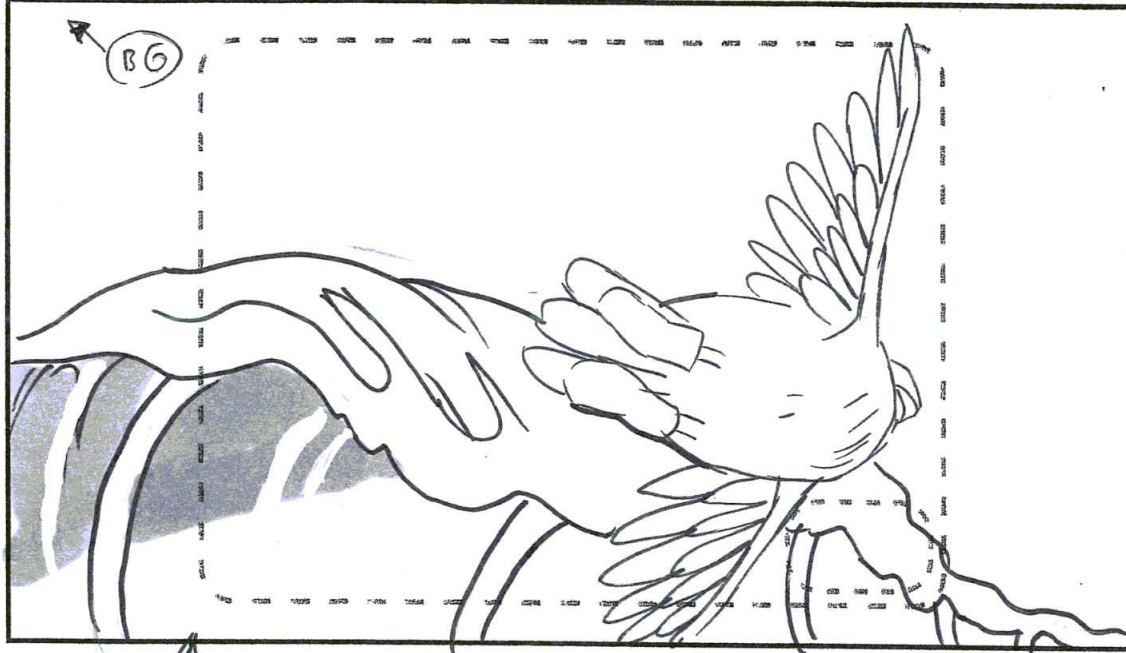
Sc. 1 CONT

Pnl.

II

Bg.

day night



Dialog:

THIS WAVE DOESN'T HAVE
TO MOVE - IT'S JUST PART OF
THE BARREL BG

Action:

Timing:

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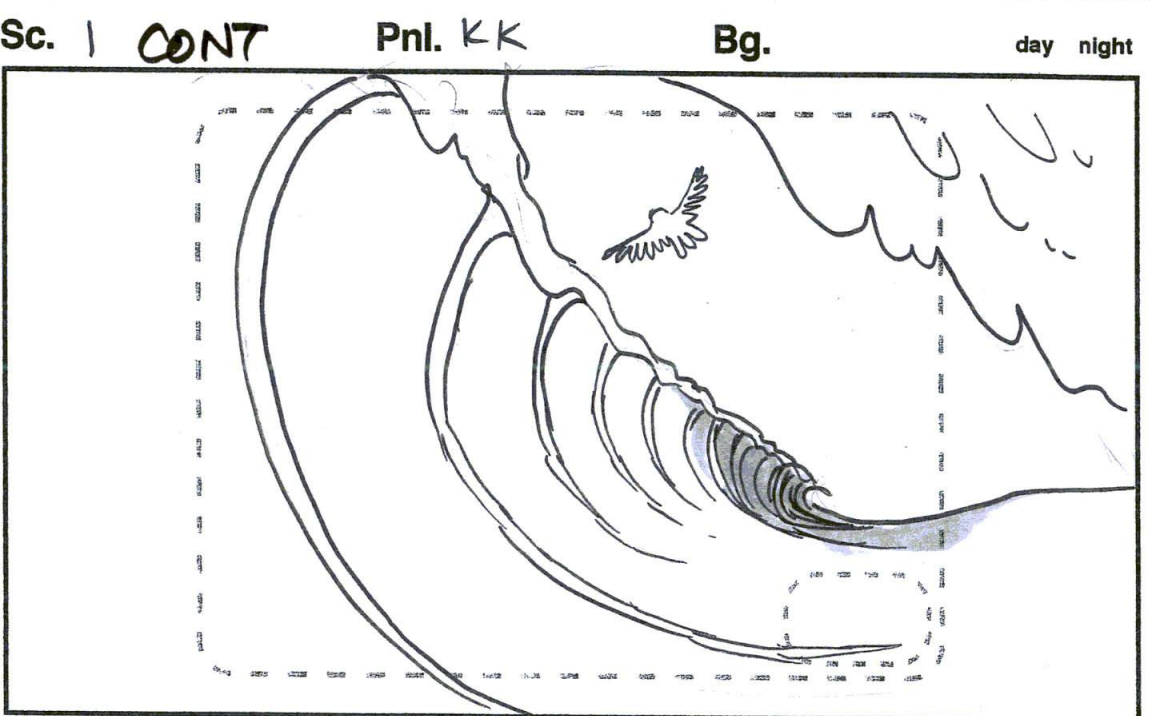
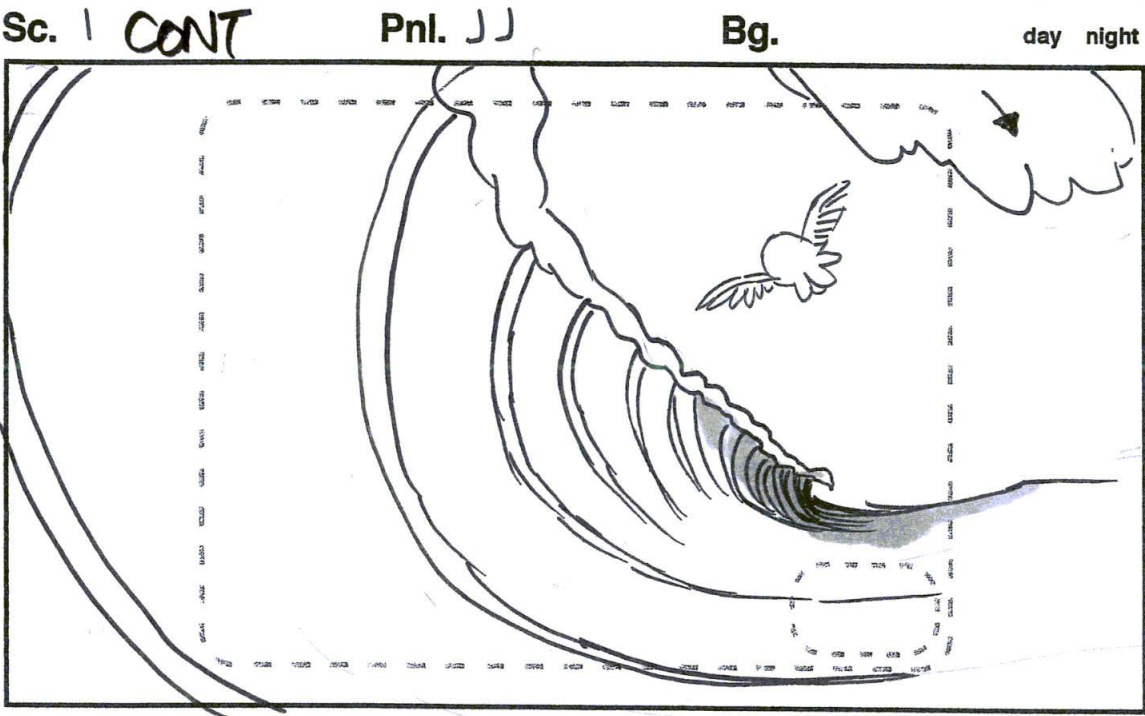
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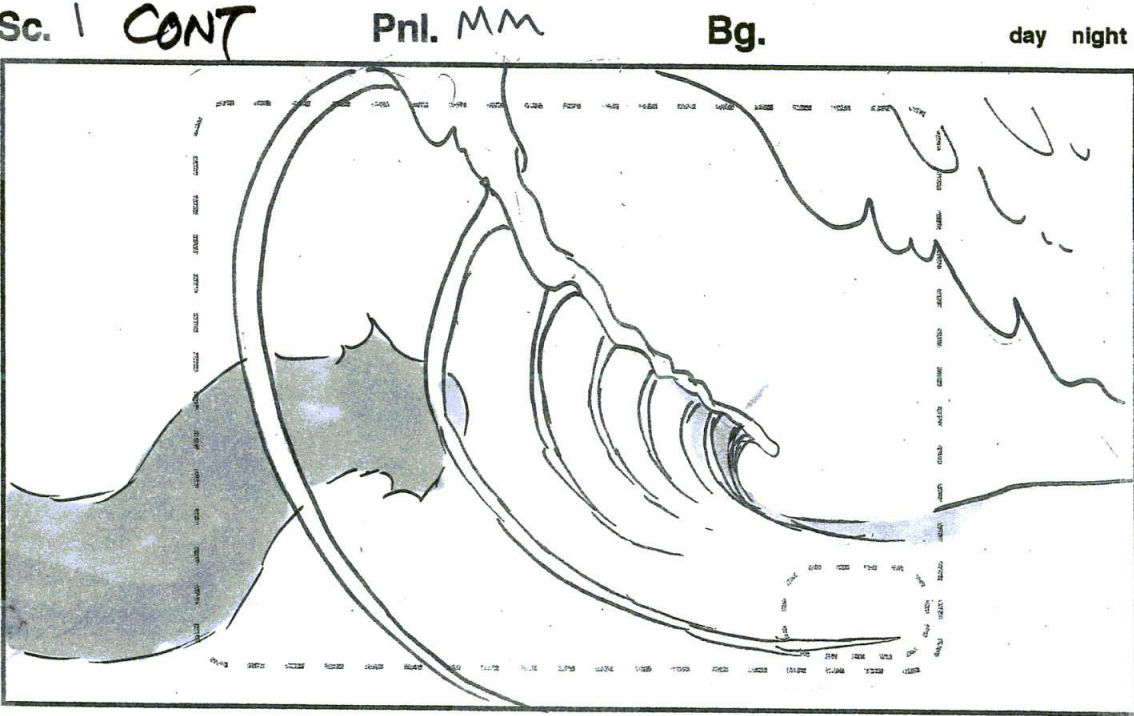
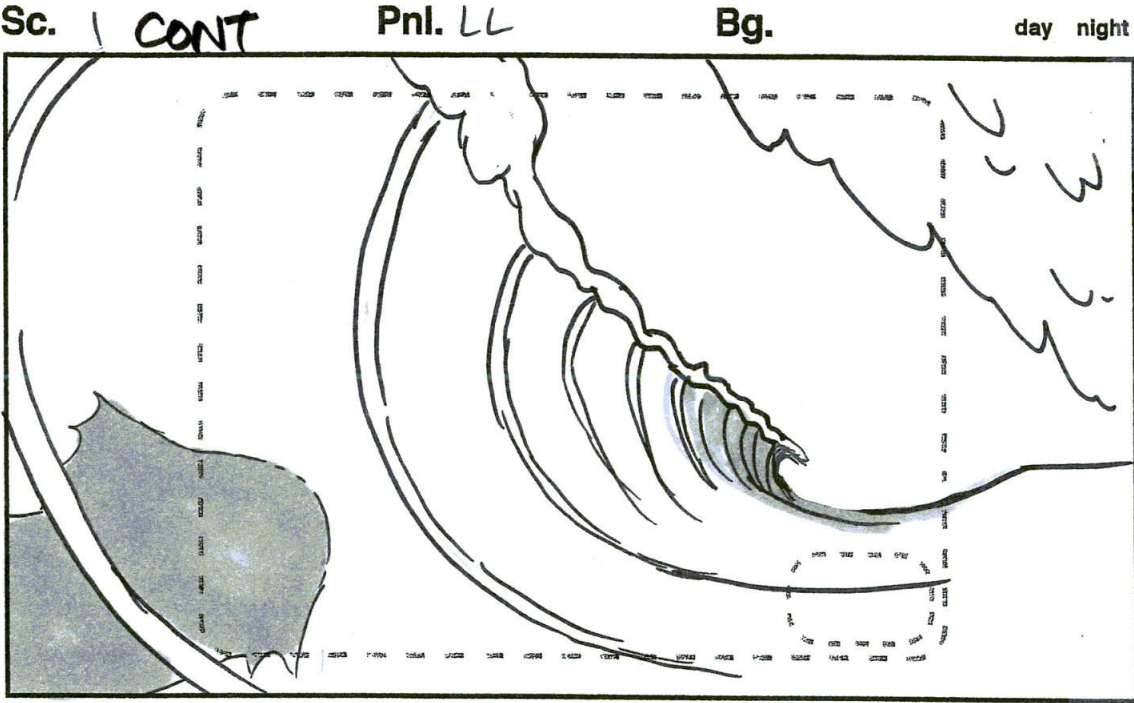
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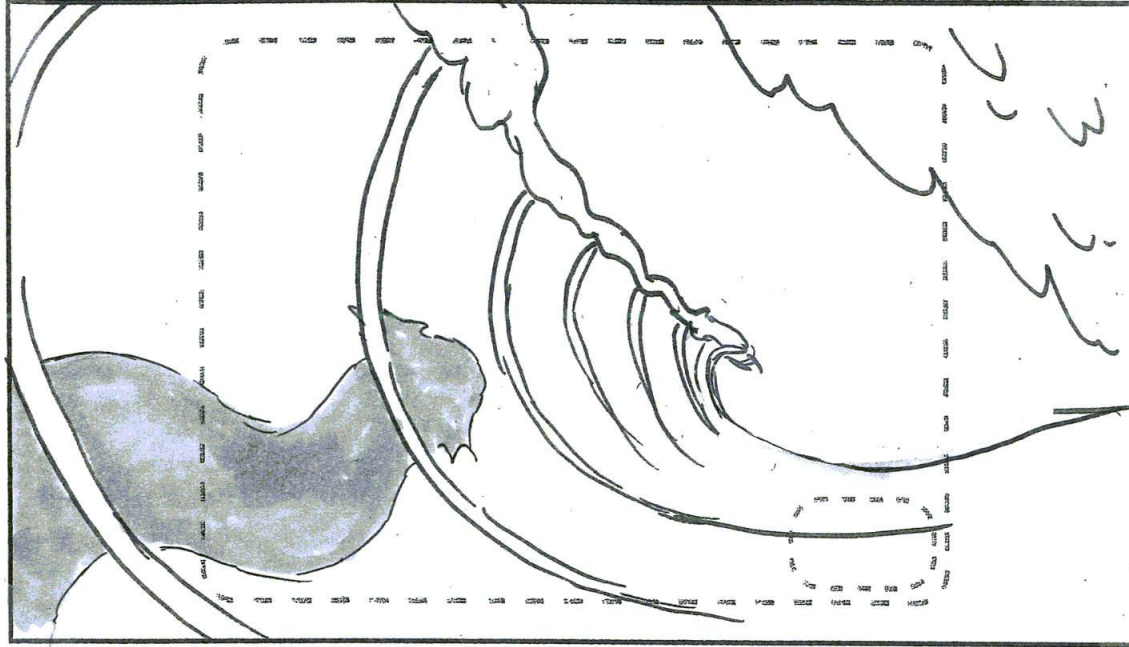
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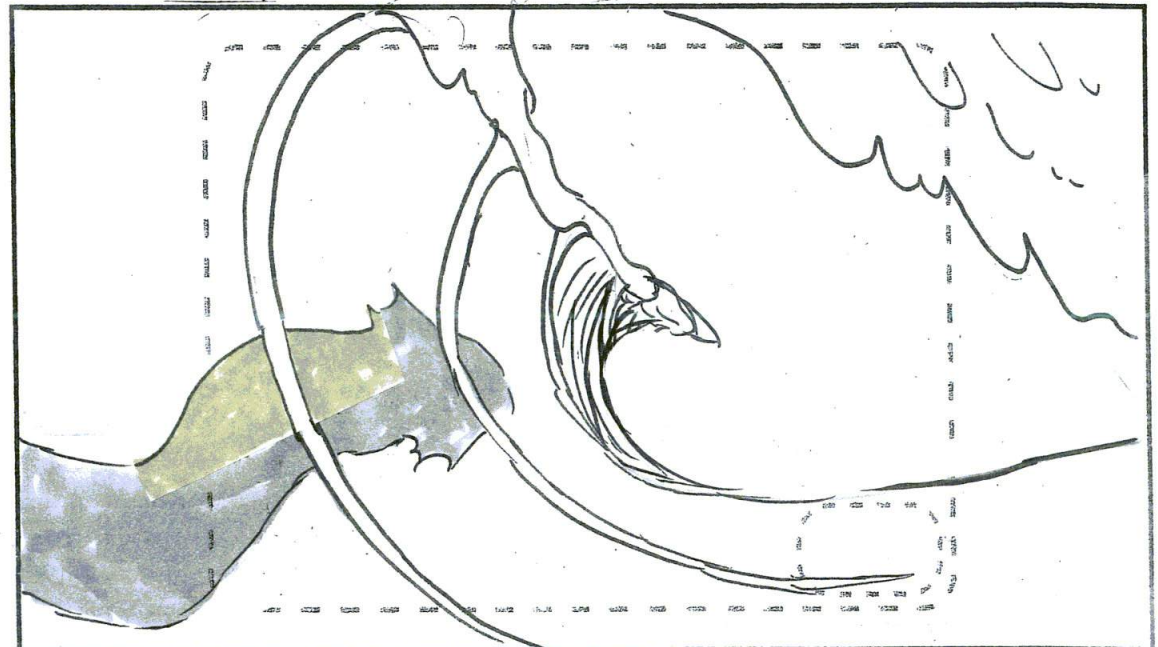


Page 20

Sc. 1 CONT Pnl. NN Bg. day night



Sc. 1 CONT Pnl. 00 Bg. day night



Dialog:

Action:

Timing:

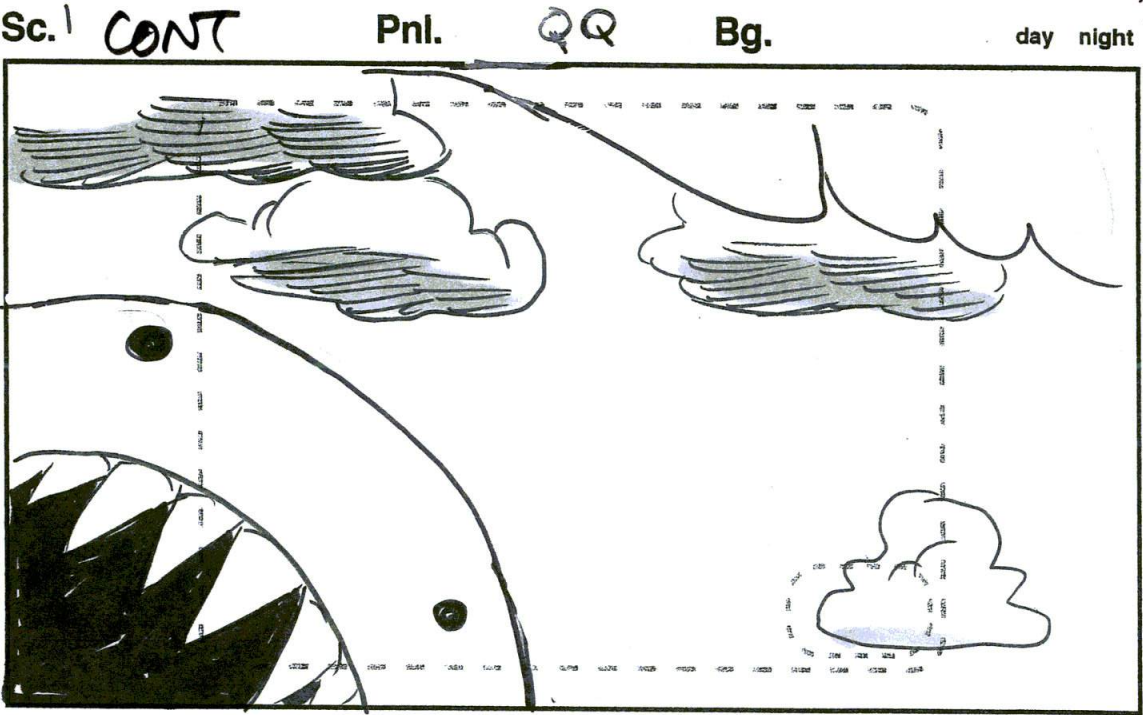
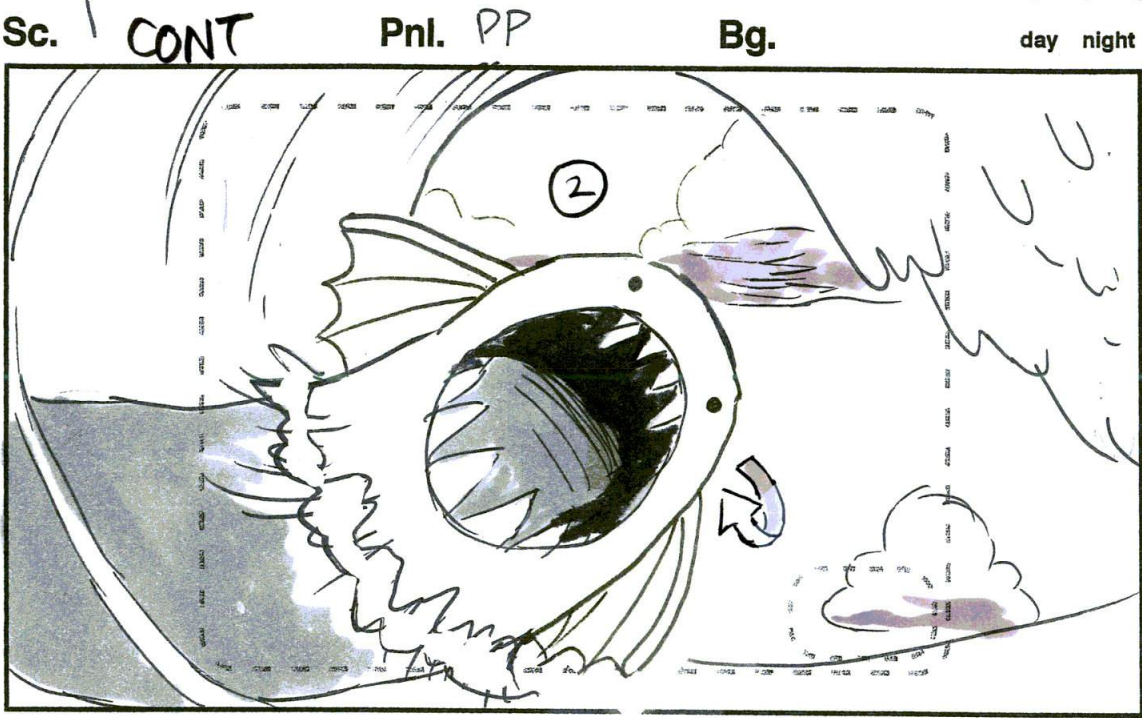
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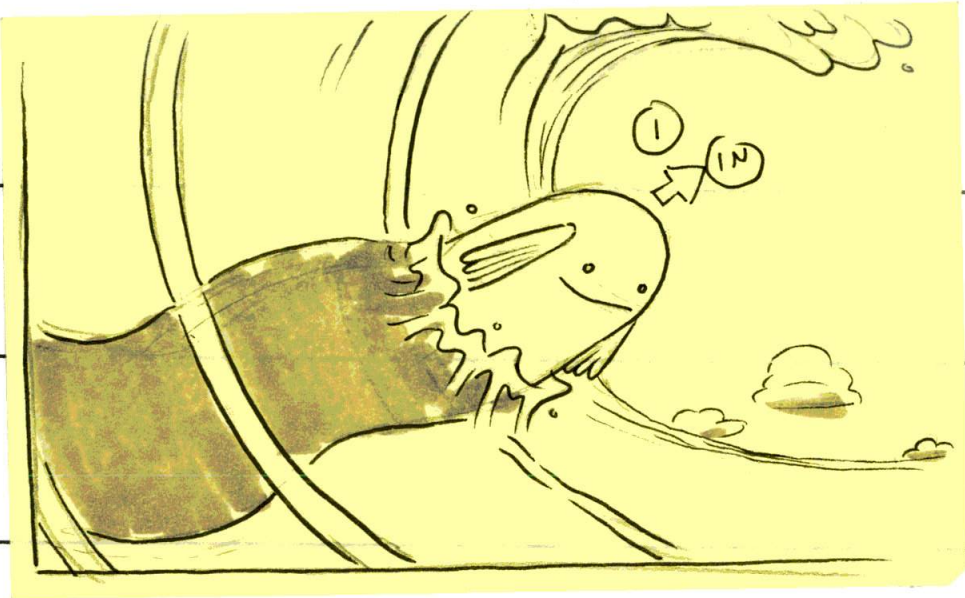
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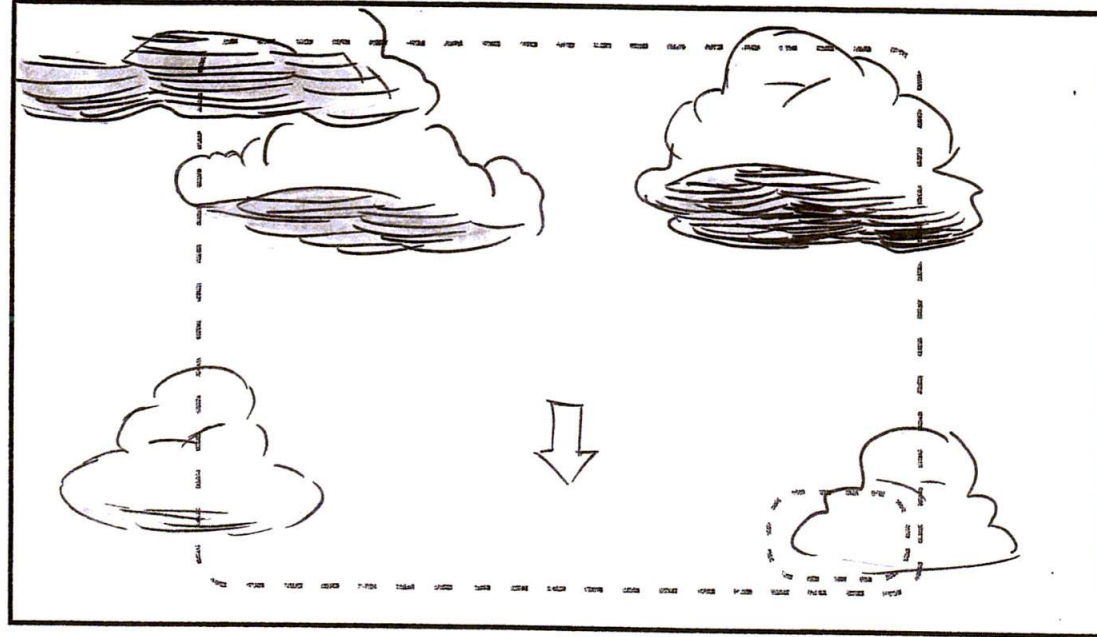


Sc. 1 **CONT**

Pnl. RR

Bg.

day night



Sc. 1 **CONT**

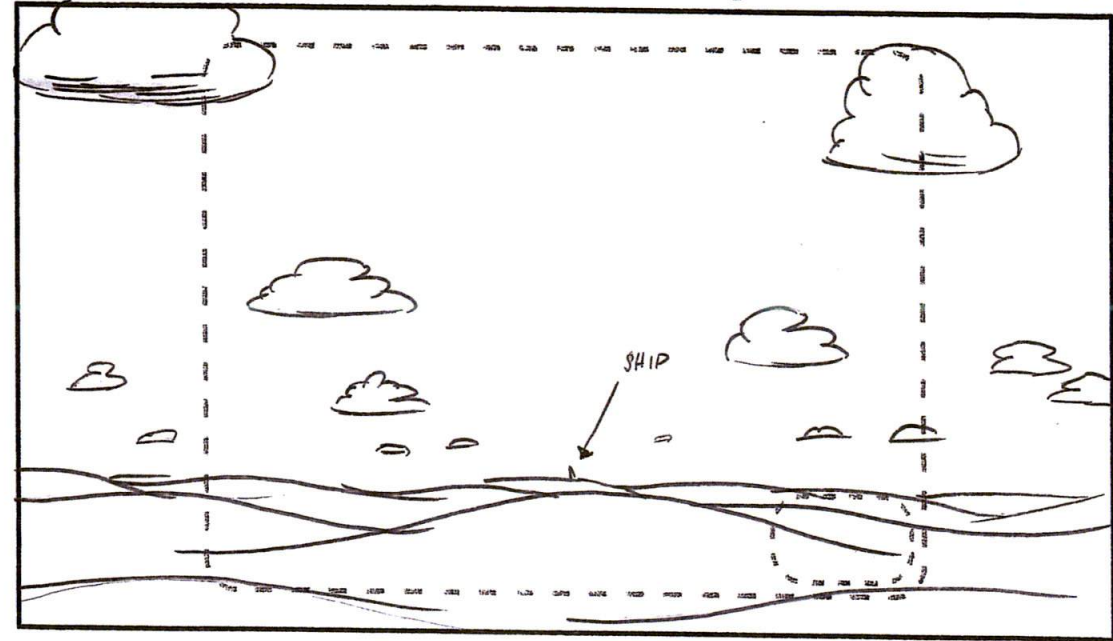
Pnl. SS

Bg.

Page **21A**

day night

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Dialog:

Action:

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ADVENTURE TIME



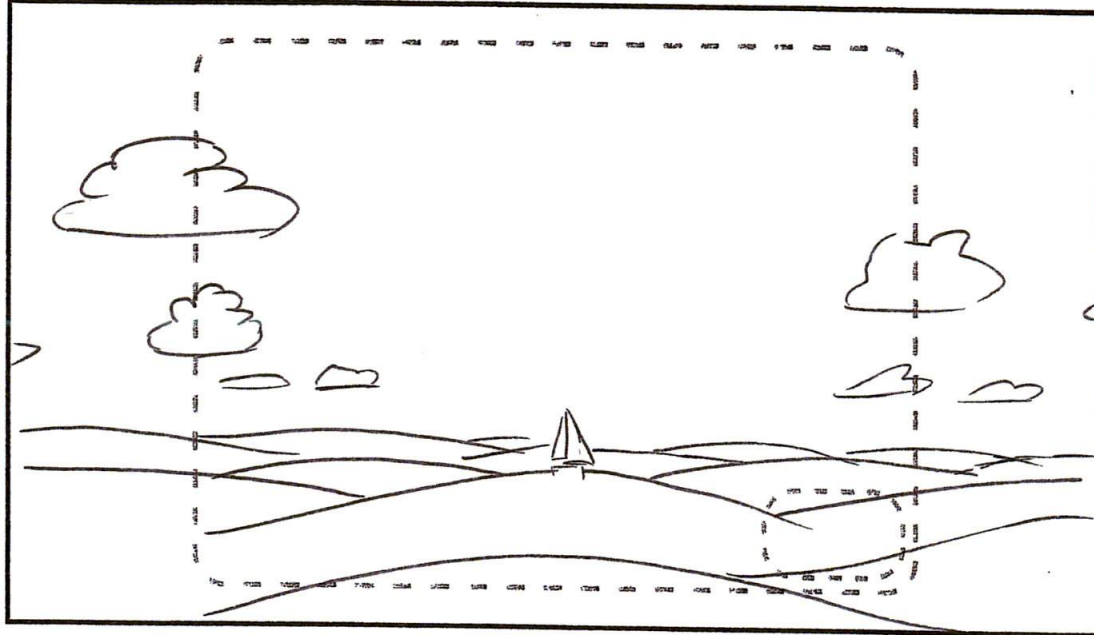
Page 22

Sc. 1 **CONT**

Pnl. TT

Bg.

day night

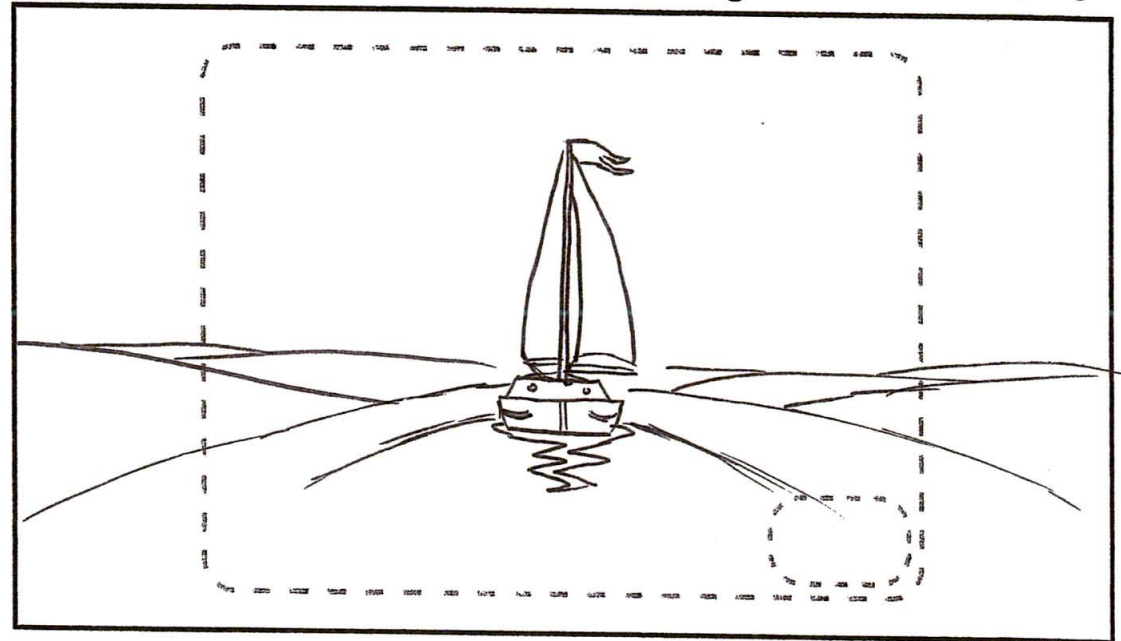


Sc. 1 **CONT**

Pnl. UU

Bg.

day night



Dialog:

Action:

Timing:

SEP 16 2016

EPISODE #

1042/000

Production:

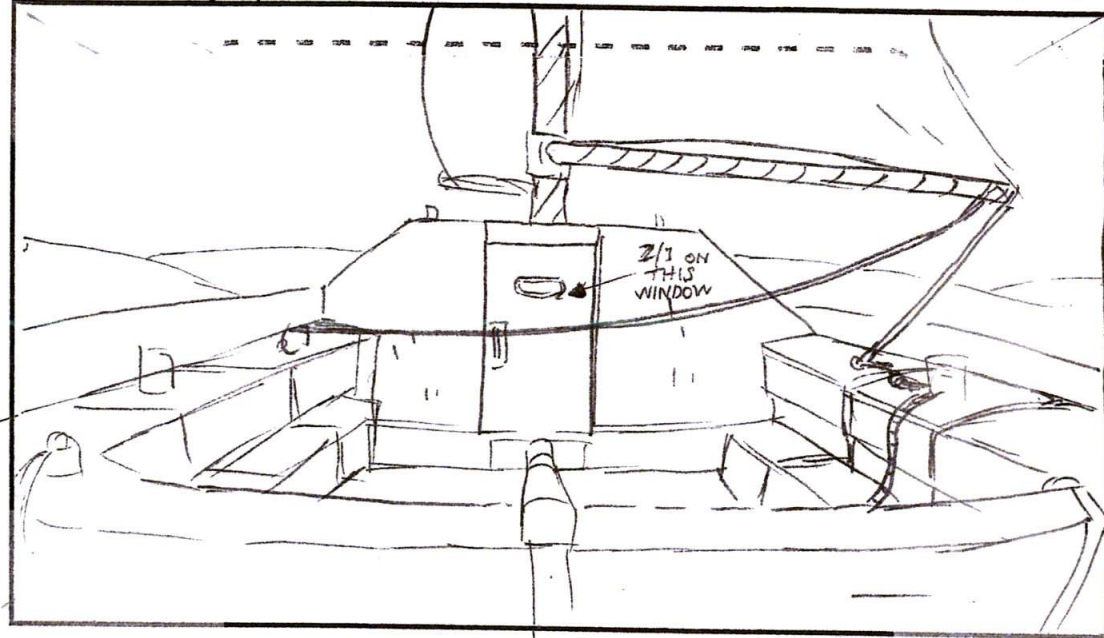
1042/000

ADVENTURE TIME

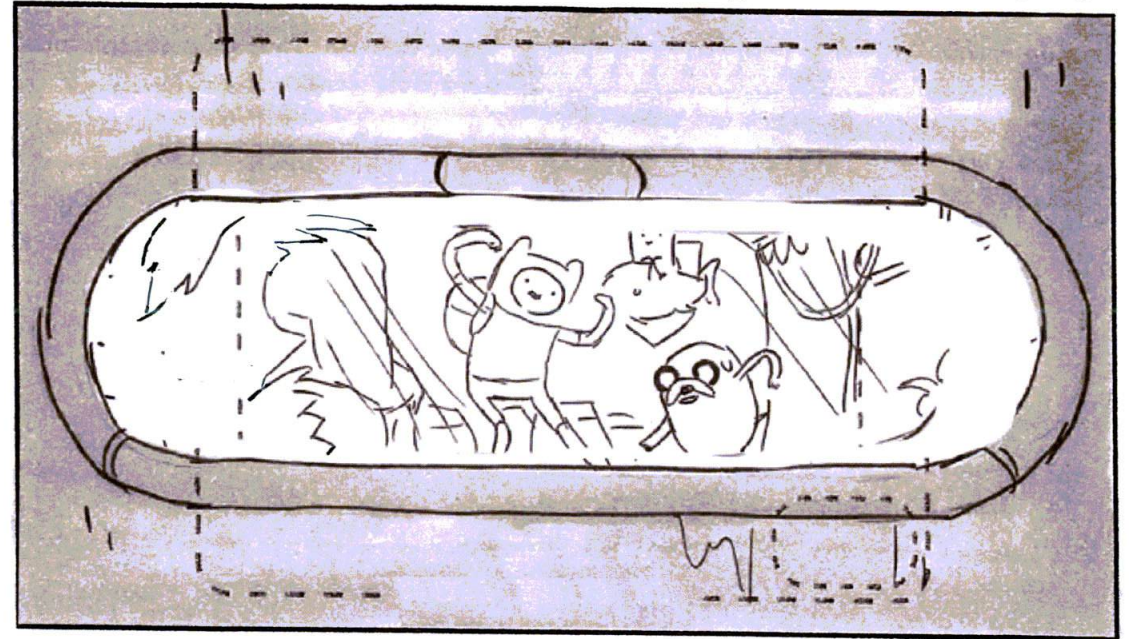


Page 23

Sc. 1 CONT Pnl. VV Bg. day night



Sc. 1 CONT Pnl. WW Bg. day night



Dialog:

Action:

Timing:

SEP 1 6 2016

EPISODE #

1042/000

Production:

1042/000

ADVENTURE TIME



Page 24

Sc. 1 **CONT** Pnl. XX

Bg.

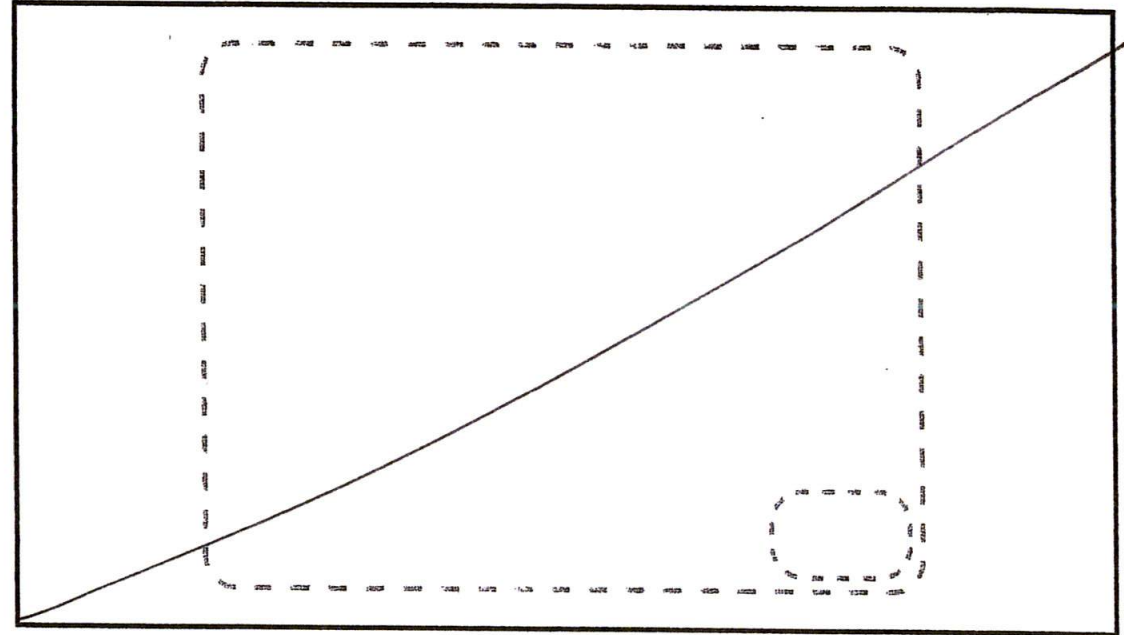
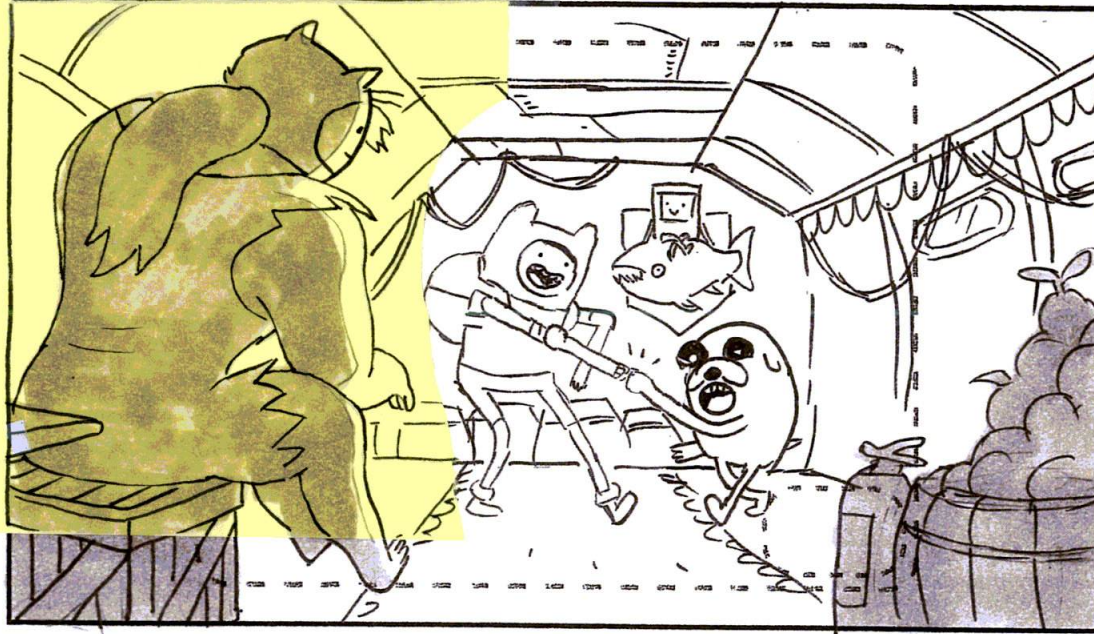
day night

Sc.

Pnl.

Bg.

day night



Dialog:

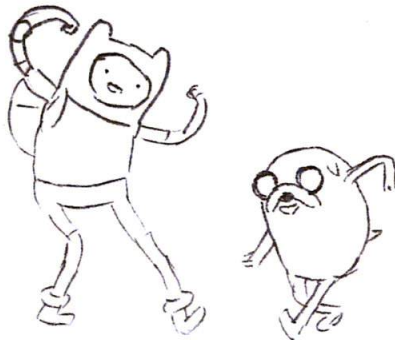
SFX/STEEL CLANG

PAINED
JAKE
DETAIL



Action:

Timing:



START POSES —
REFER TO ORIGINAL
INTRO IF THERE'S
ANY DOUBT

SEP 1 6 2016

EPISODE #

1042/000

Production:

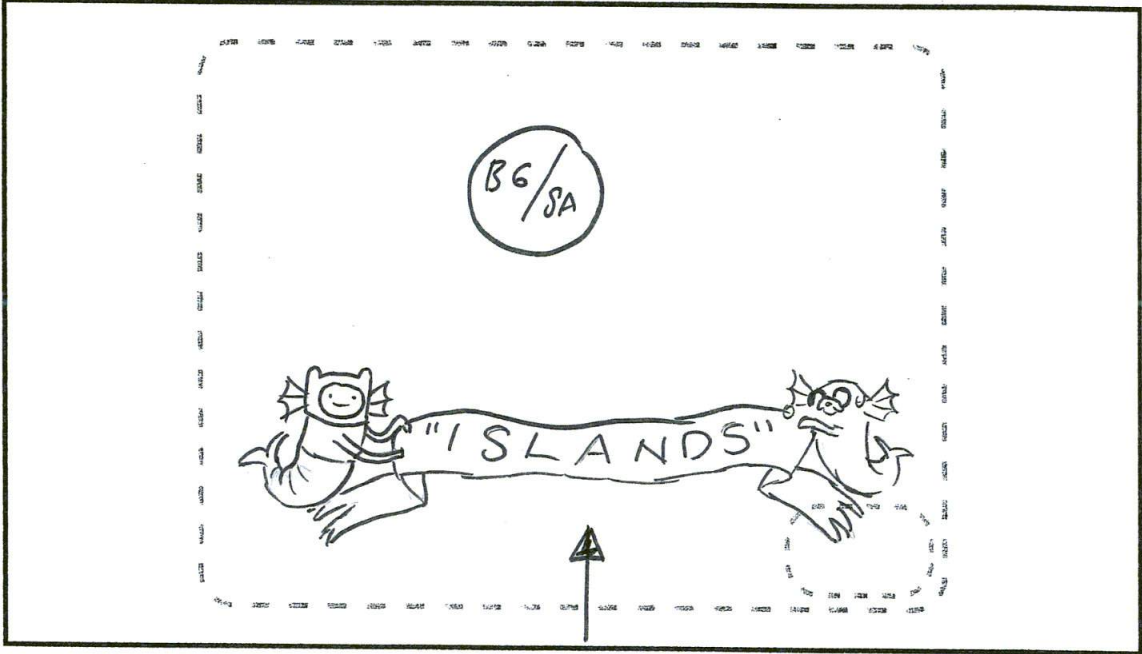
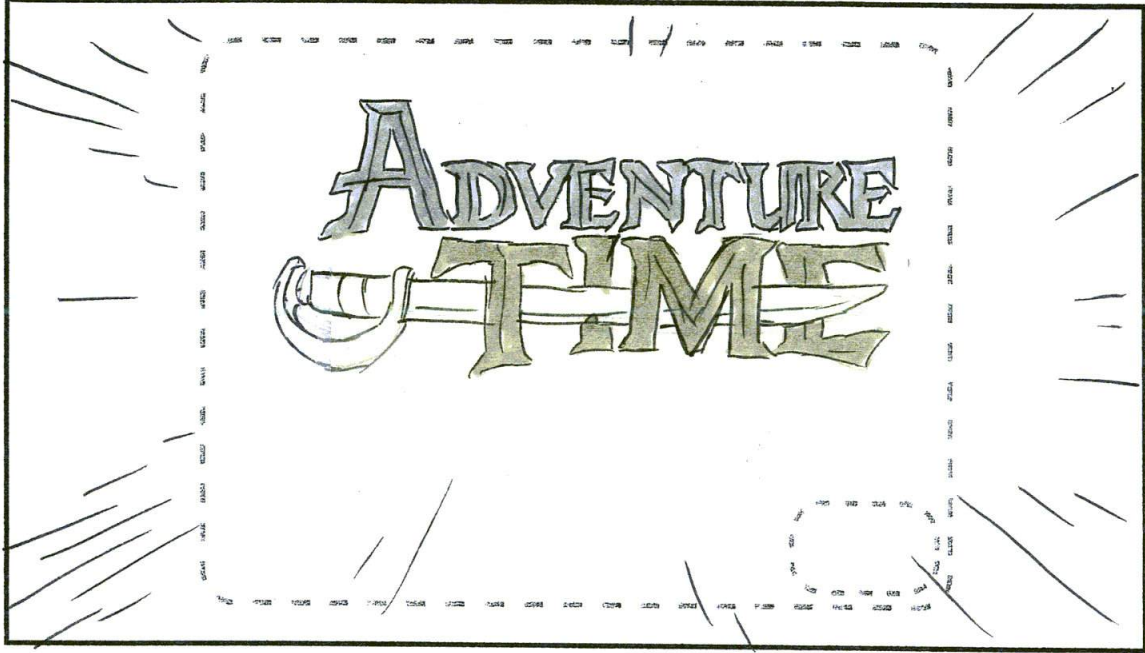
1042/000

1042/000

ADVENTURE TIME



Sc. 2 Pnl. A Bg. day night Sc. 2 CONT Pnl. B Bg. day night



| | |
|---------|--------------------|
| Dialog: | ♪ Adventure Time ♪ |
| Action: | |
| Timing: | SEP 1 6 2016 |

1042/000

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EPISODE #

1042/000

Production:

1042/000

ADVENTURE TIME



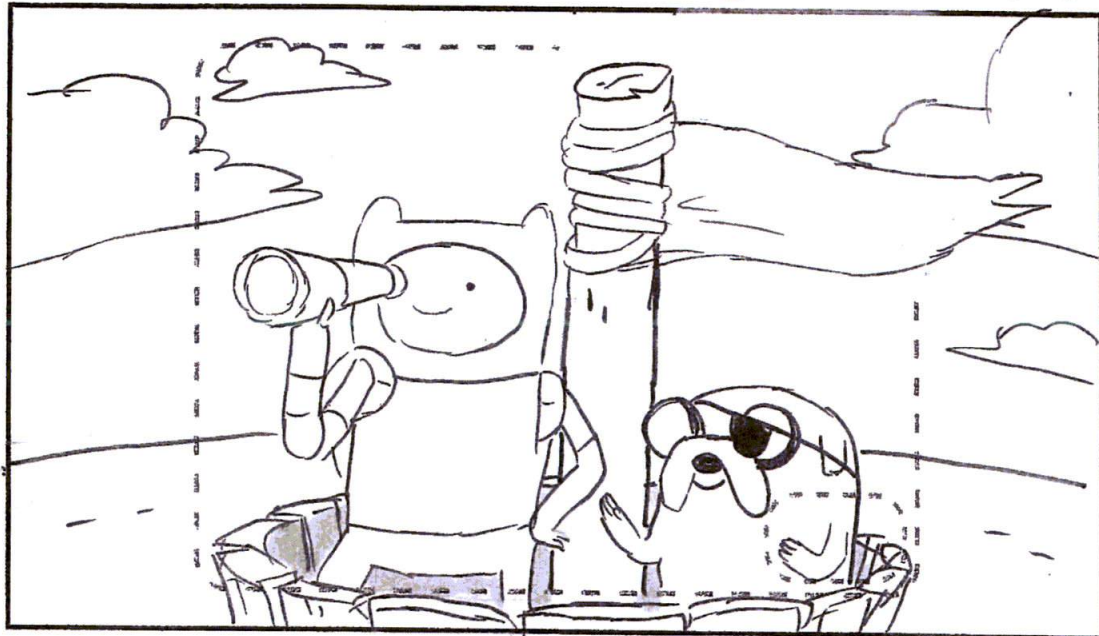
Page 26
day night 26A NEXT

Sc. 3

Pnl. A

Bg.

day night

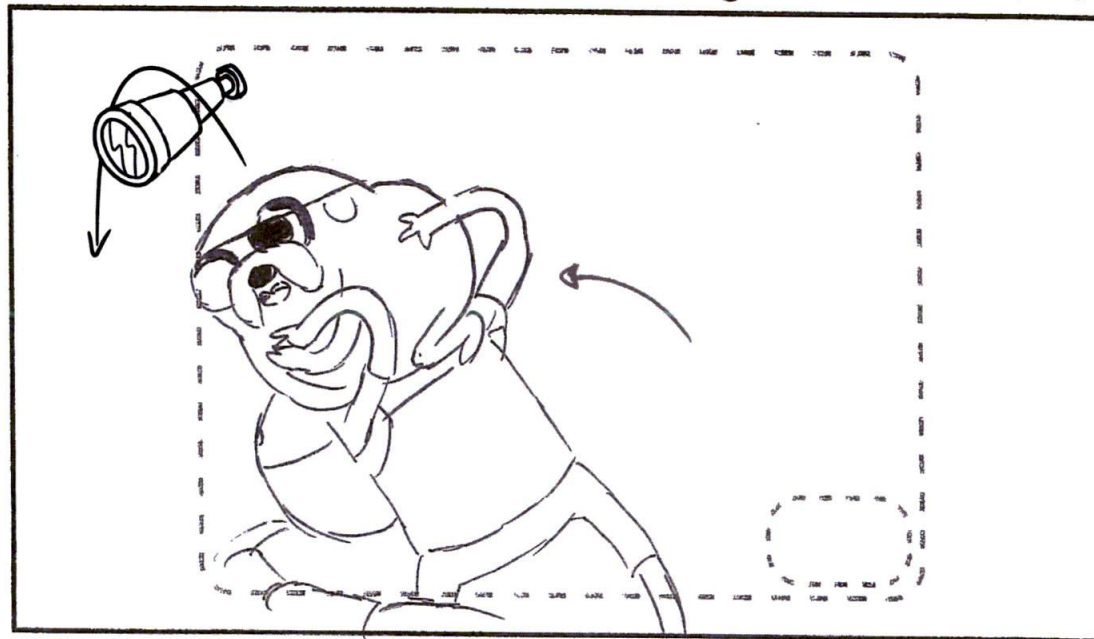


Sc. 3 *CONT*

Pnl. B

Bg.

day night



Dialog:

♪ Come on grab your friends -

Action:

Timing:

SEP 16 2016

EPISODE #

1042/000

Production:

1042/000

ADVENTURE TIME



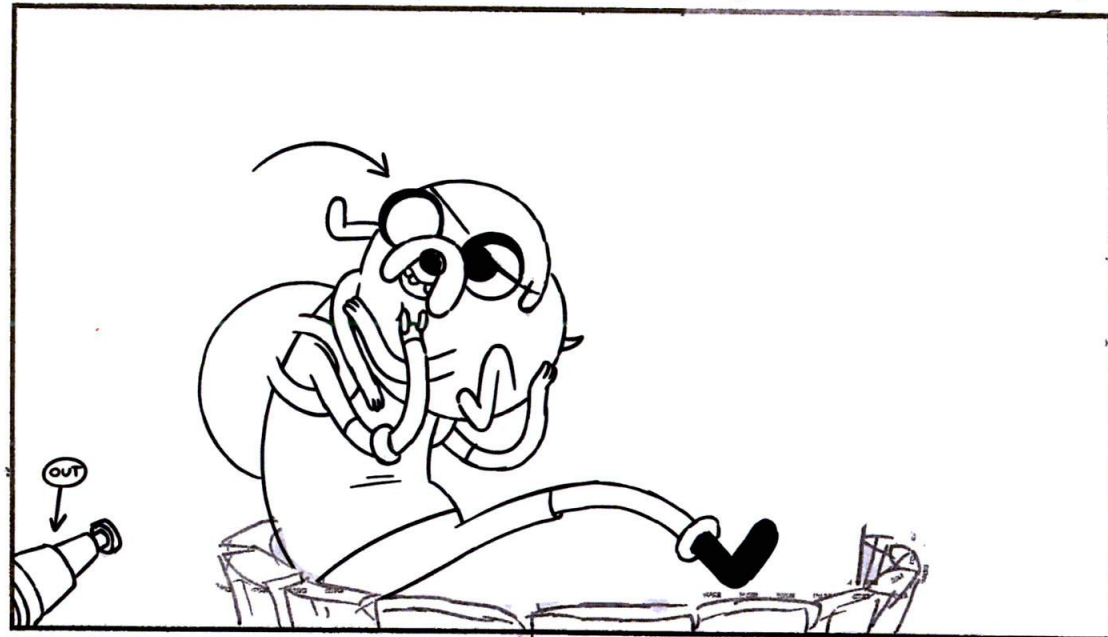
Page 26A
day night 27 NEXT

Sc. 3 CONT

Pnl. C

Bg.

day night

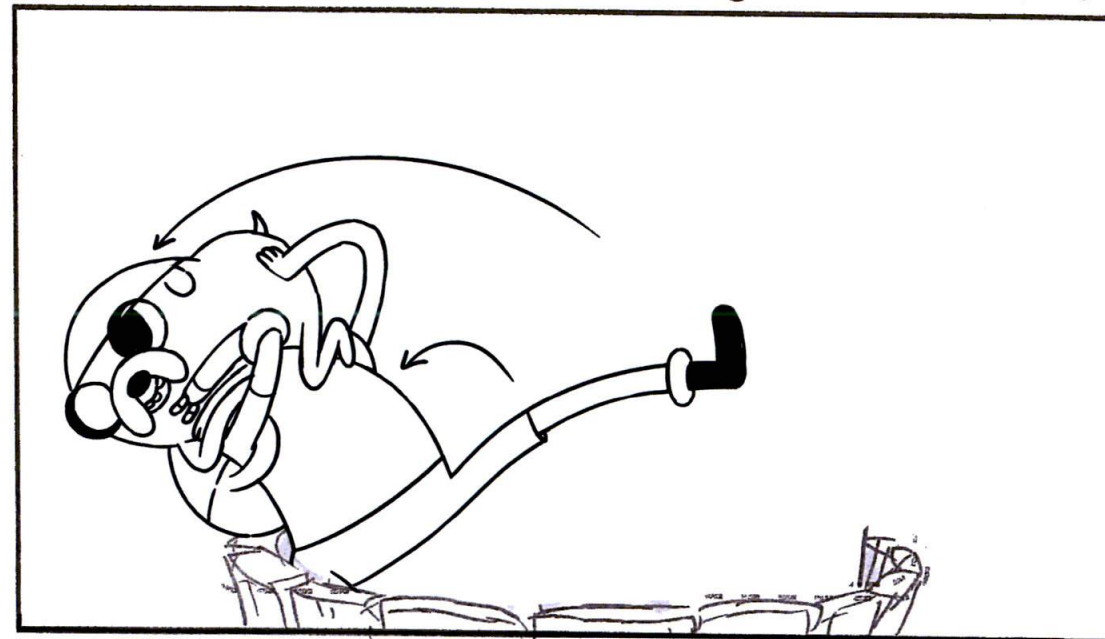


Sc. 3 CONT

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

SEP 16 2016

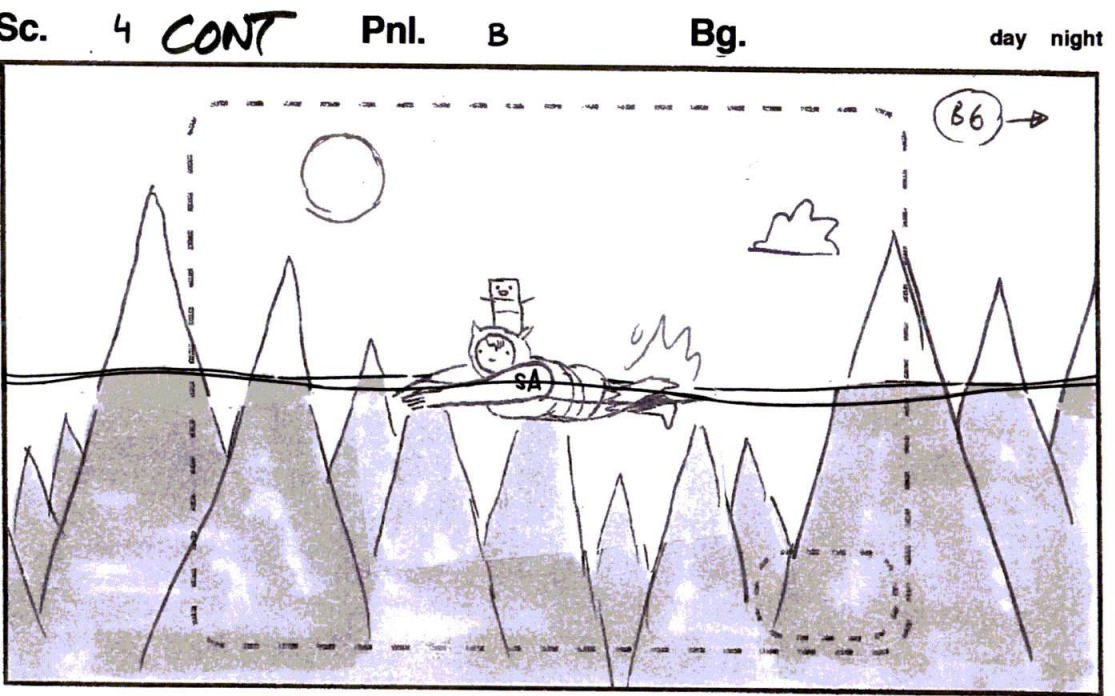
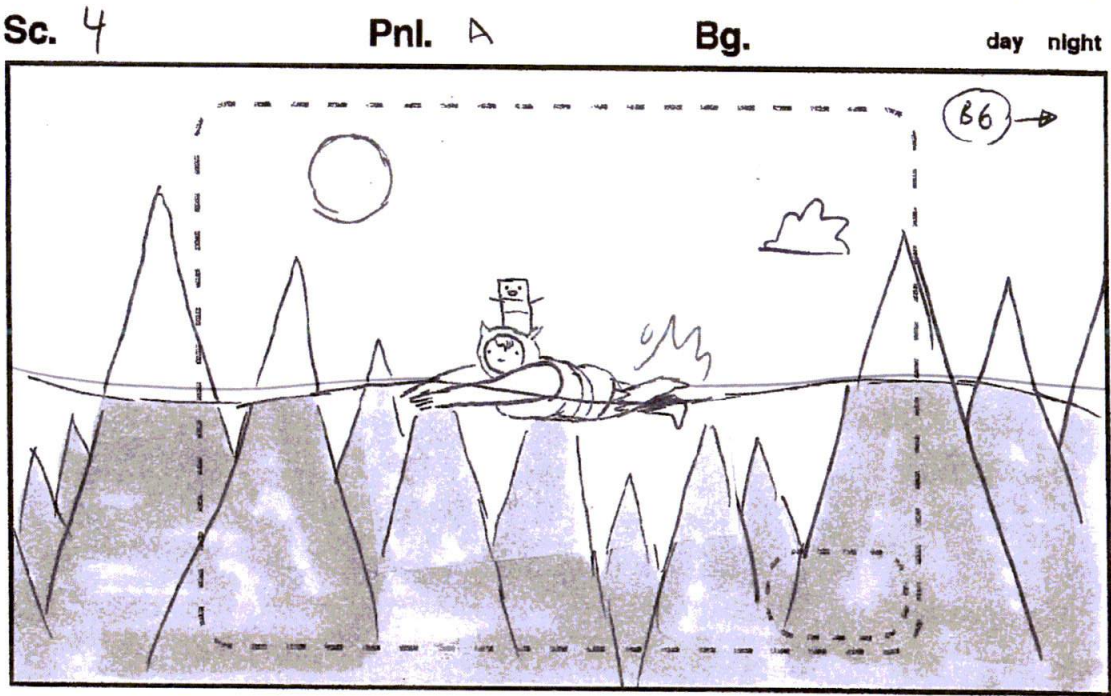
EPISODE #

1042/000

Production:

1042/000

ADVENTURE TIME



Dialog:

- very distant lands -

A1

Action:

Timing:

SEP 16 2016

1042/000

EPISODE #

1042/000

Production:

1042/000

ADVENTURE TIME



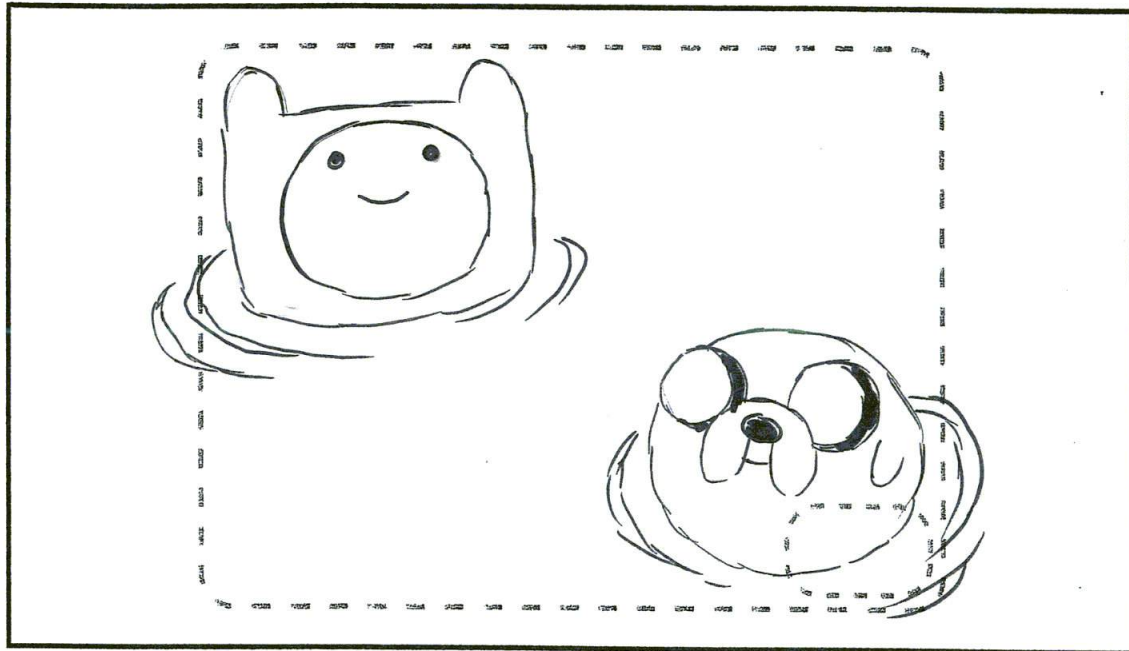
Page 28

Sc. 5

Pnl. A

Bg.

day night

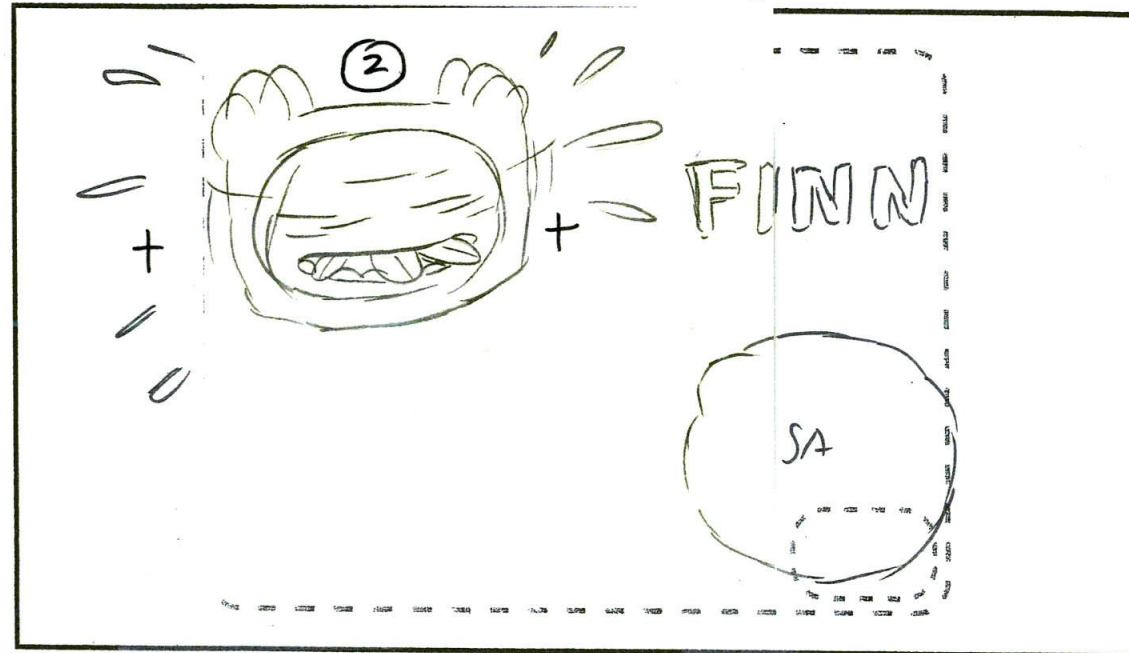


Sc. 5 CONT

Pnl. B

Bg.

day night



Dialog:

♪ With Finn

Action:

Timing:



SEP 1 6 2016

EPISODE #

1042/000

Production:

1042/000

1042/000

ADVENTURE TIME

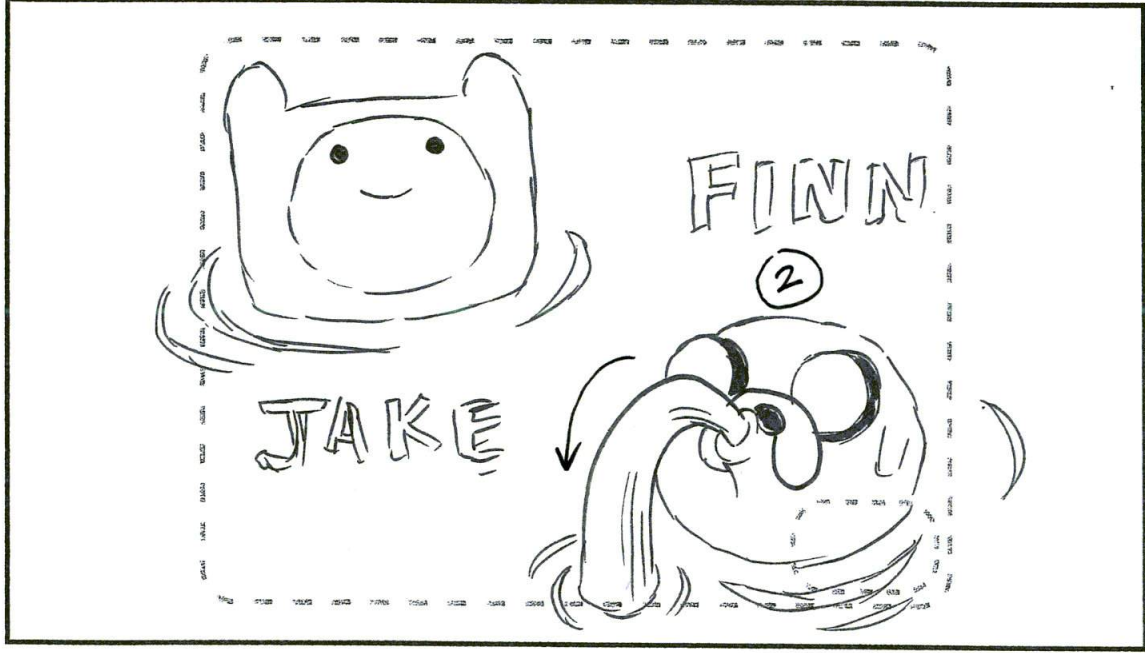


Sc. 5 CONT

Pnl. C

Bg.

day night

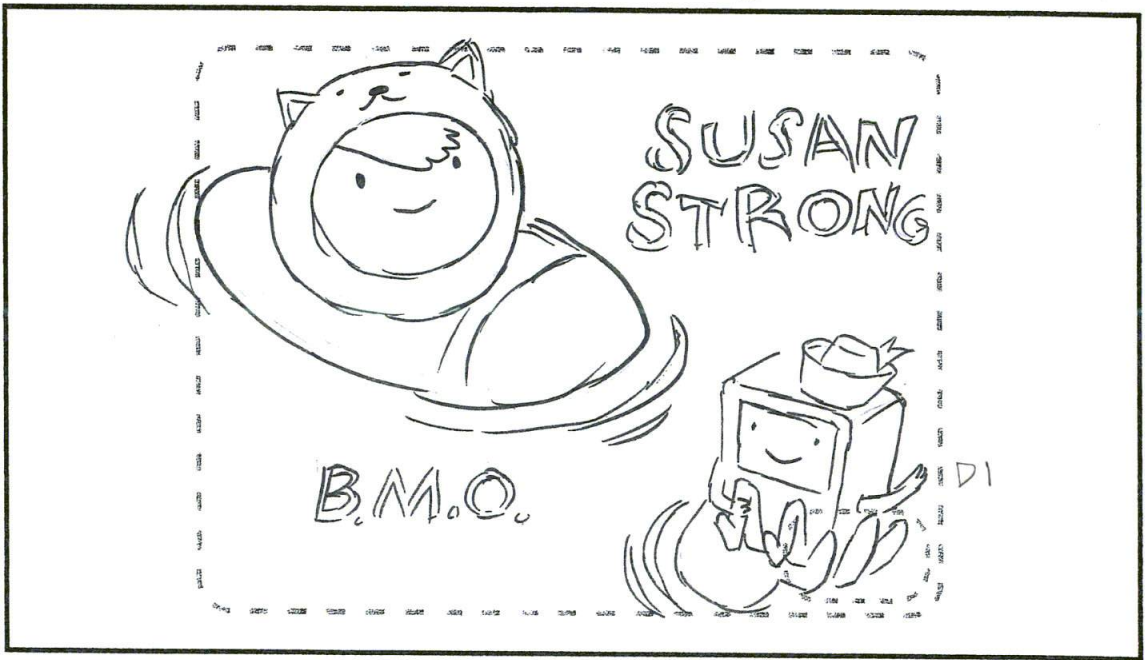


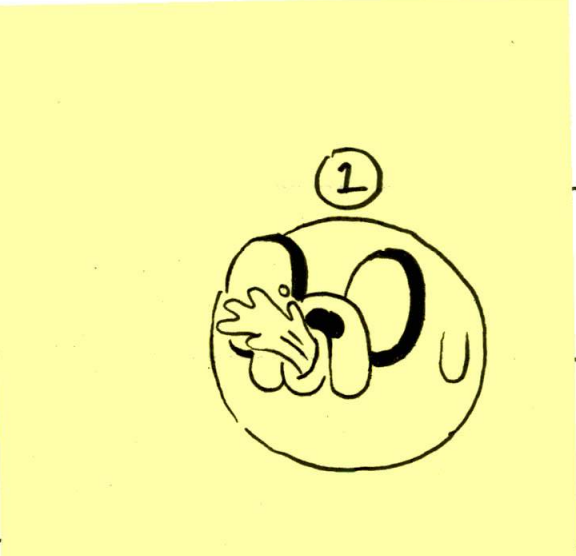

Sc. 5 CONT

Pnl. D

Bg.

day night



| | | |
|---------|---|---|
| Dialog: | ♪ and Jake- | - and Susan Strong- |
| Action: |  |  |
| Timing: | | SEP 1 6 2016 |

1042/000

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EPISODE # 1042/000
Production:

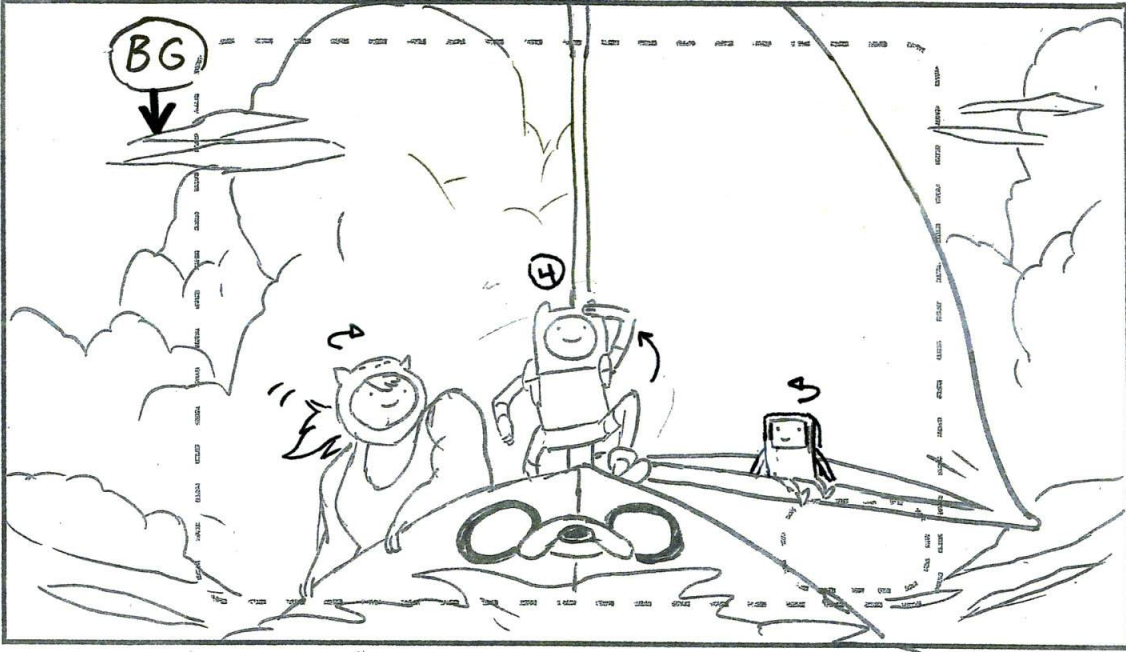
1042/000

ADVENTURE TIME

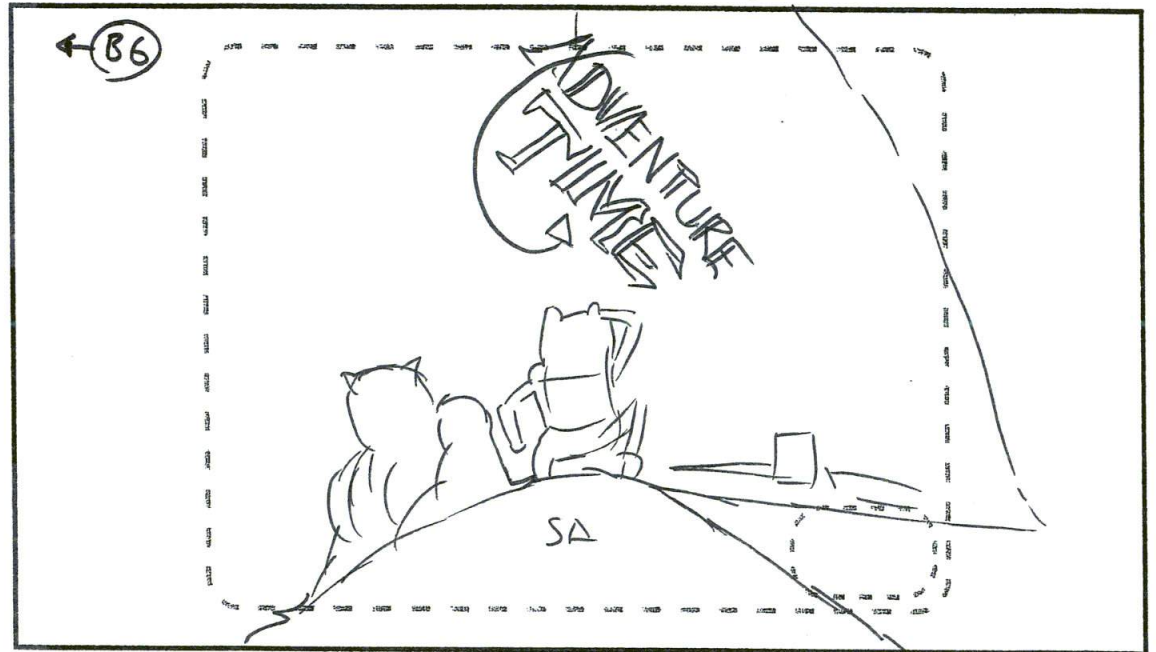


Page 30

Sc. 6 Pnl. A Bg. day night



Sc. 6 CONT Pnl. B Bg. day night



Dialog:

And possibly BMO, ³

Action:

BOAT ROCKING BACK AND FORTH

Timing:



SEP 16 2016

EPISODE #

1042/000

Production:

1042/000

1042/000

ADVENTURE TIME



Page 31

Sc. 6 CONT

Pnl. C

Bg.

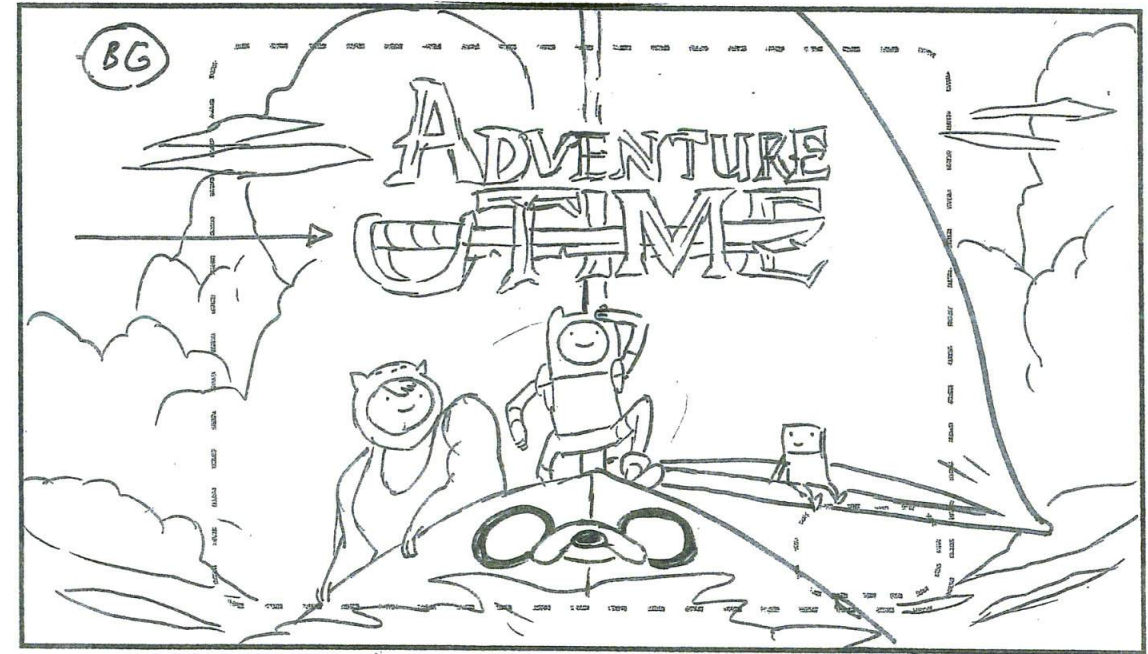
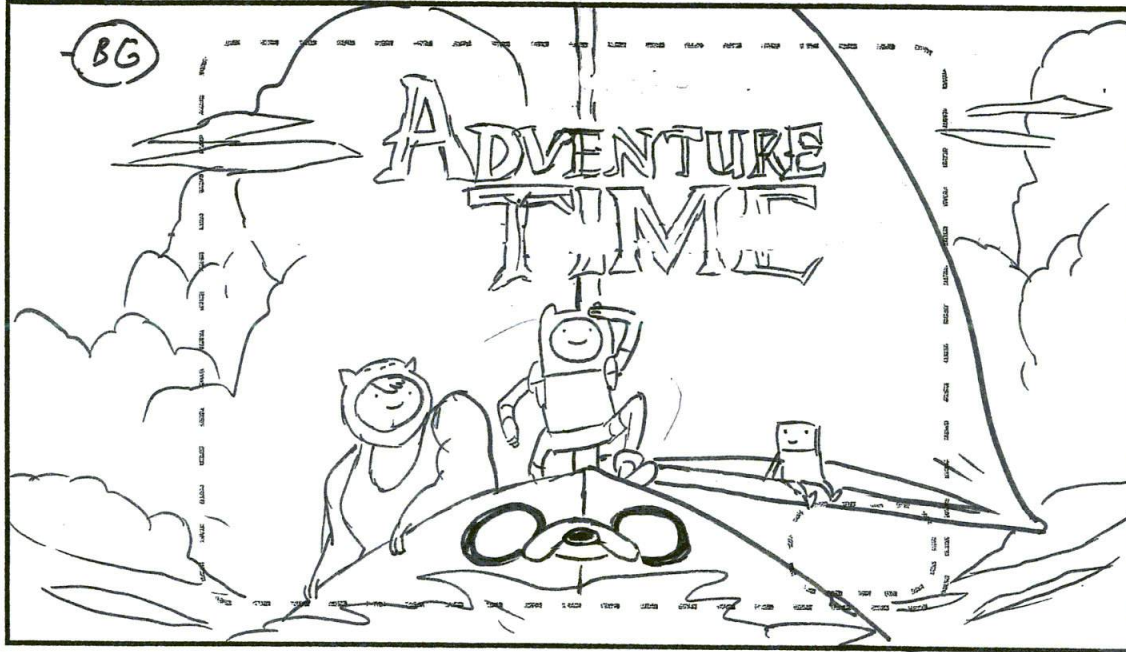
day night

Sc. 6 CONT

Pnl. D

Bg.

day night



Dialog:

It's Adventure Time!

Action:

SHIP ROCKING BACK AND FORTH ↔

Timing:

SEP 1 6 2016

EPISODE #

1042/000

Production:

1042/000

ADVENTURE TIME



Sc. 6 CONT

Pnl. E

Bg.

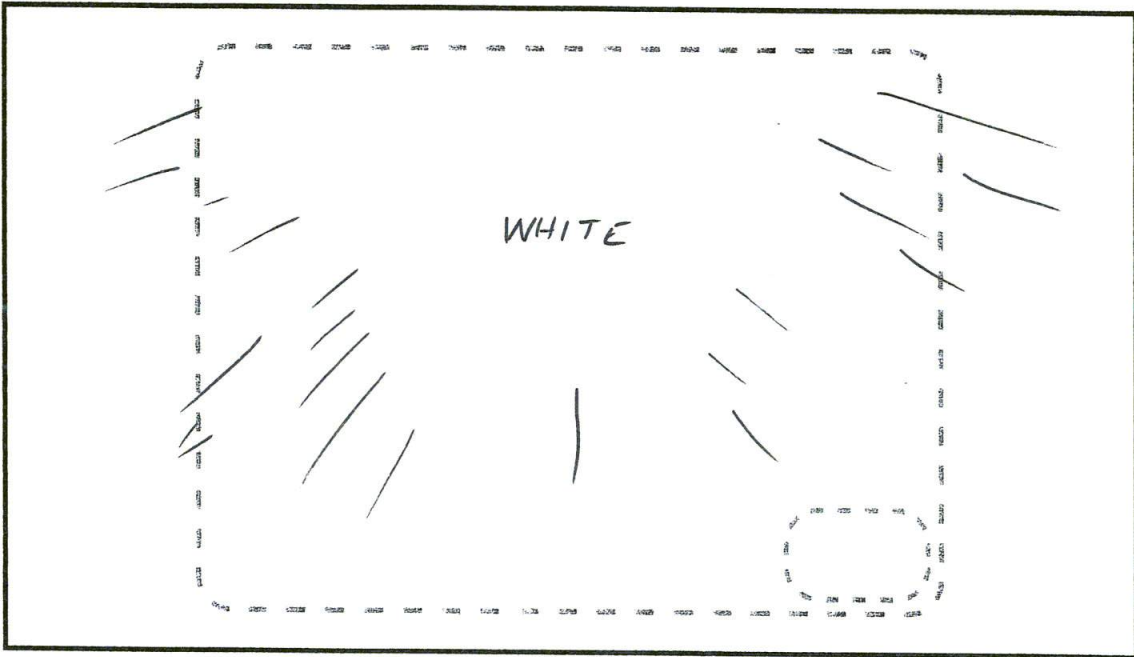
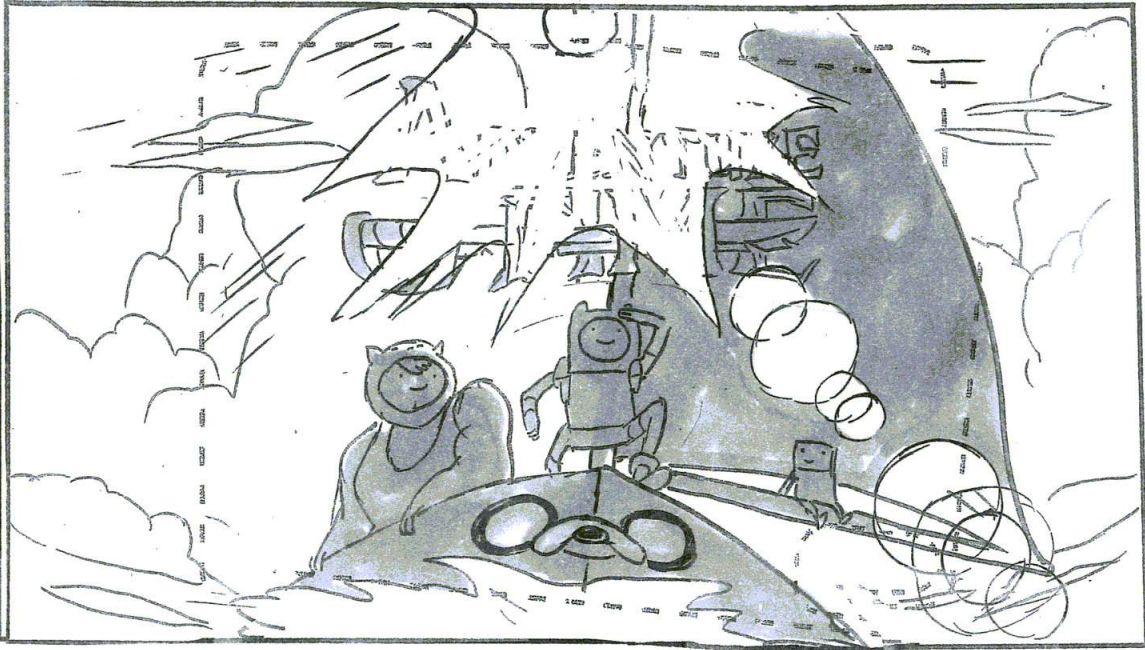
day night

Sc. 6 CONT

Pnl. F

Bg.

day night



| |
|---|
| Dialog: |
| Action: SUN FLARE EMERGES FROM BEHIND SAIL - FADE TO WHITE |
| Timing: SEP 1 6 2016 |

EPISODE #

1042/000

Production:

1042/000